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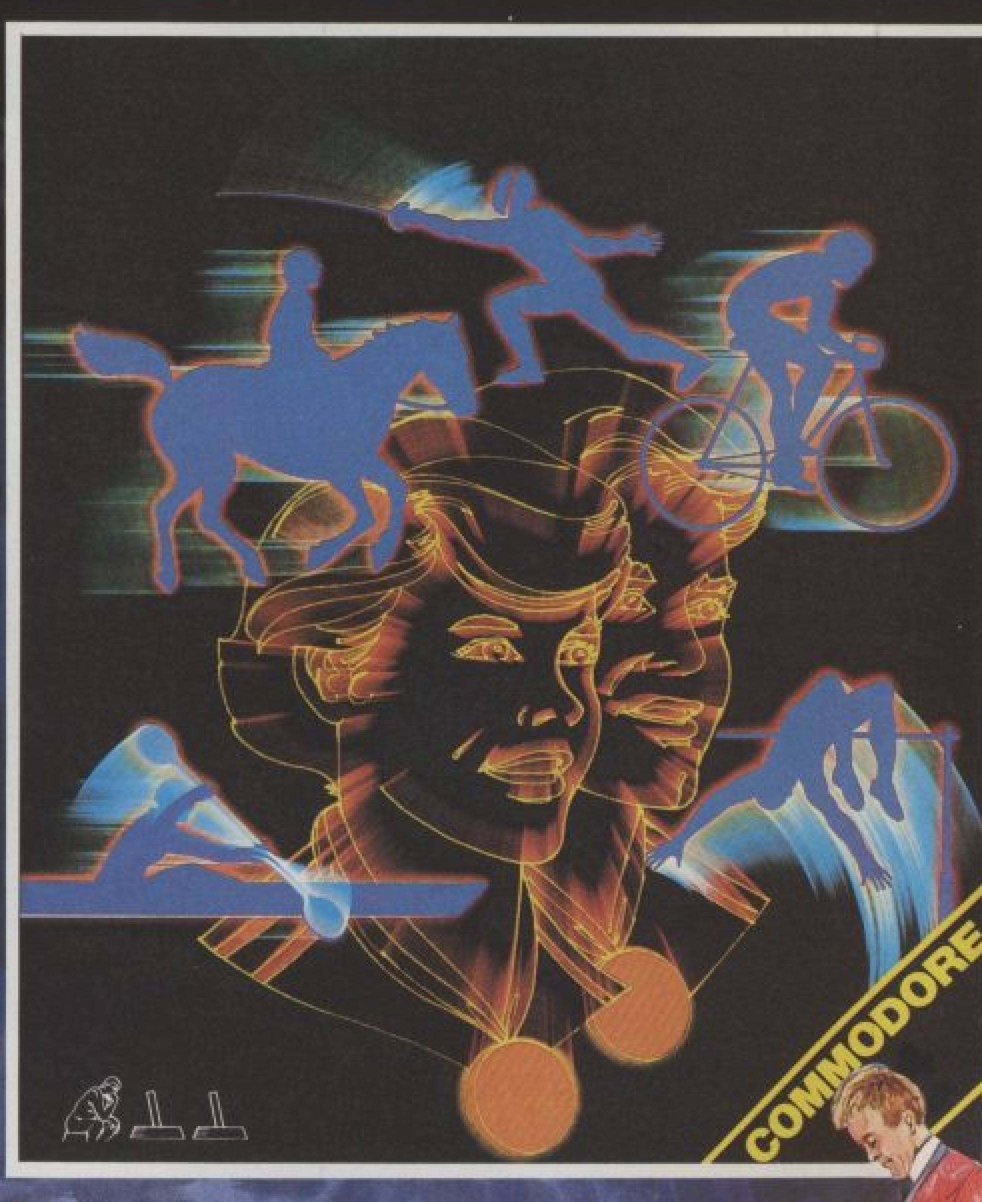
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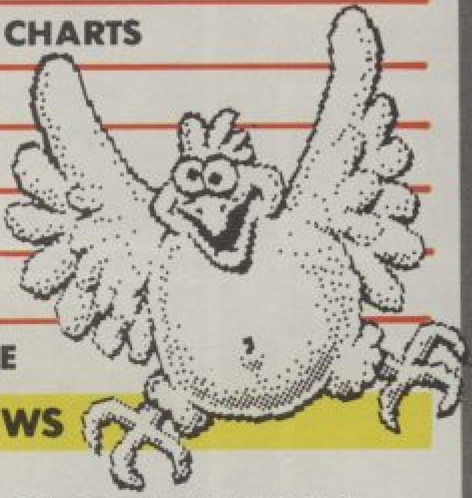
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18 REVIEWS

● **Frankie Goes to Hollywood** is finally here! And having played it, what else could we do but make it Game of the Month?

94 ARCADE ACTION

● IDEAS Corporation's arcade spy, Clare Edgeley, brings you the lowdown on **Nemesis**. Plus, for all you romantics out there, how to be a knight in shining armour and win the lady of your dreams!

80 ADVENTURE REVIEWS

● **Enthar Seven**, the latest adventure from Robico, is an absolute knock-out — we couldn't have given it more marks if we tried! Also, win yourself a copy of the latest smash from Melbourne House, **Mordon's Quest**.

GAMES BOOK

56 MOON BUGGY/Spectrum

● Before you can hope to achieve anything in this game, you've got to get to grips with your Moon Buggy.

60 MANIC PACMAN/Spectrum

● Yes! The giant blob is back! Pac-man is his name and ghost baiting is his game. The graphics on this version are pretty neat, too!

66 ASTEROID LANDER/Amstrad

● You've simply got to rescue all the inhabitants of a small planet before they get burnt to a crisp.

68 DAY AT THE RACES/Atari

● This game is a punter's dream. All the thrills and spills of a day at the races — and you don't get rained on!



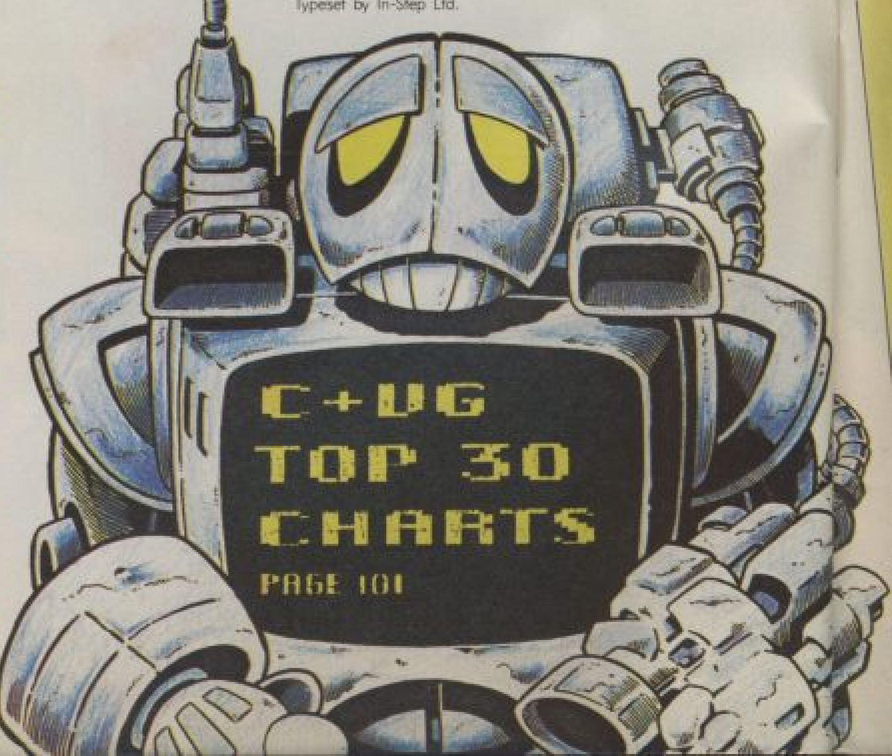
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THIS ISSUE

● Welcome to a whole new era of *Computer + Video Games*! The world's greatest games magazine is now looking even better thanks to those wonderful people who run the IDEAS CORPORATION. We hope all our regular readers like the new look *C+VG* — and that we've attracted a few new ones along for the ride.

So what have we got in store for you this issue? Well, first and foremost there's the **Bug Hunters**. The oddest bunch of robots you've ever seen. Meet them for the first time on page 45.

Then we've got an exclusive sneak preview of this year's hottest adventure — **Lord of the Rings** from Philip Mitchell that ace Aussie programmer. We talked to Phil in Australia and discovered a few secrets about his up and coming Tolkien translation. And there's a chance that YOU might win a copy of the game ...

We've also got a stunning full colour map of the new **Rupert** game — plus exclusive game tips from the man who created the game, Martin Walker.

We're looking for the *C+VG* reader who can take on the world and become the all-time **M.U.D.** champion, we're giving away **Epyx** games by the dozen, we've got pages packed full of reviews, news and your letters and, oh yes, **Keith Campbell** reports on the world of adventure from his penthouse suite in the IDEAS building.

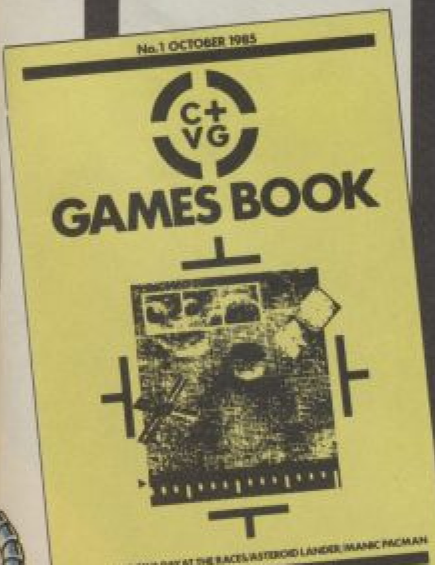
All that and more inside the first new look *C+VG*. Enjoy!



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C+VG

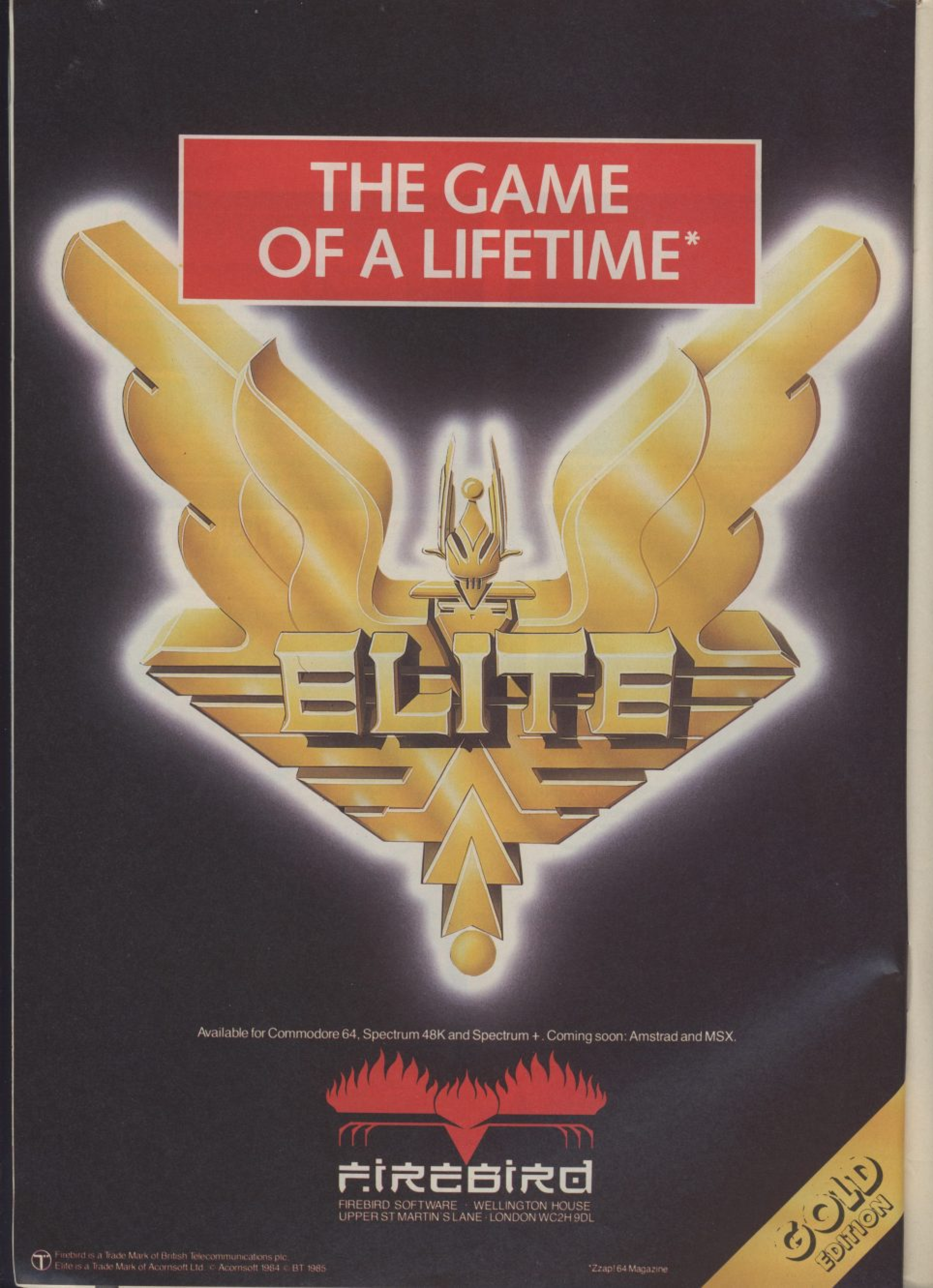
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... and the Bug Hunters!

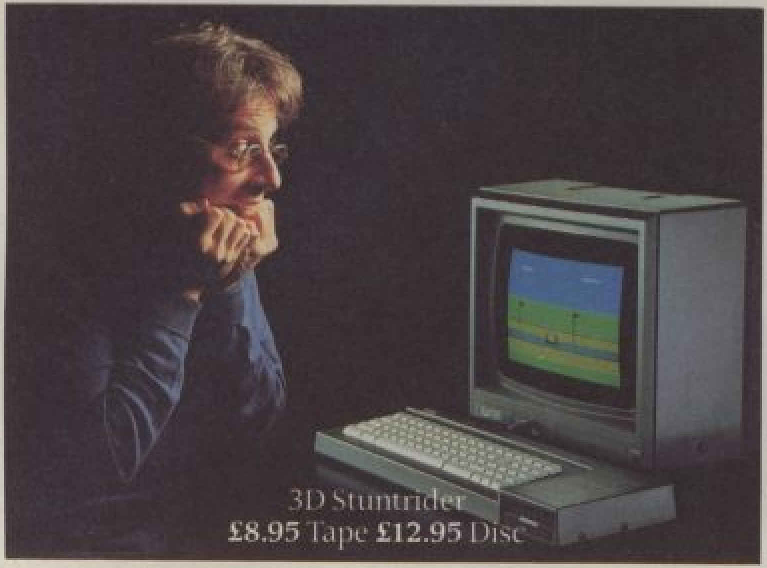
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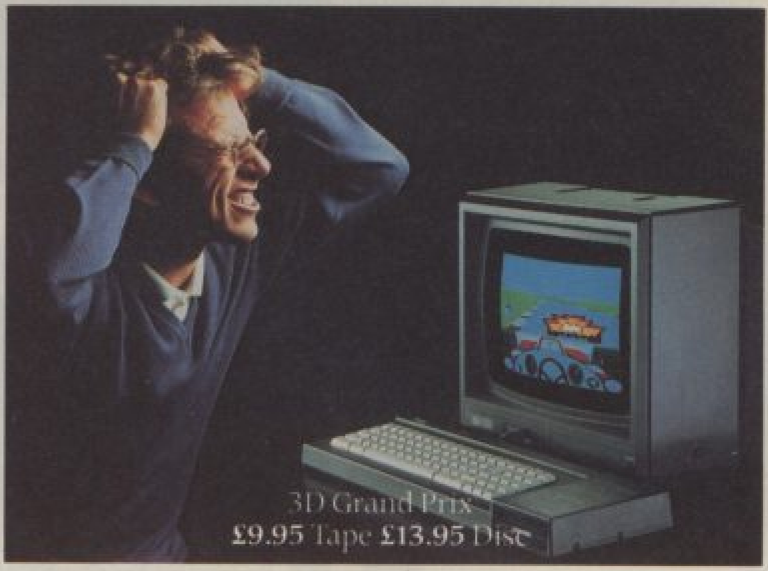
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But the software is only one of many good reasons for buying an Amstrad computer.

The 64k CPC 464 computer comes complete with built-in datacorder and a choice of green screen or full colour monitor.

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CVG/S/1

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KONAN THE BARBEQUE



You can read all about *Shatter*, the world's first computerised comic, on page 30 of this issue. *Shatter* was created on a v. expensive Apple MacIntosh computer. But just look at what you can do with your Spectrum and a Graf Pad from British Micro! Konan the Barbeque was created by ace artist **Ian Ellery** using his trusty Spectrum, a Graf Pad and a lot of talent. We transferred Ian's screens to paper thanks to our mates at Dimension Graphics, the screen dump specialists. This is the first of many Foul-Ups from Ian. We hope you like them!

NEWS

WIZARD

Ariolasoft has released **Wizard**, a 100 screen adventure from Progressive Peripherals and Software, on the Commodore 64 (£9.95 cassette and £12.95 disk) and the Spectrum (£7.95).

The Amstrad version will follow shortly and cost £8.95 for cassette. The disk price has yet to be fixed.

Arnhem, the tactical wargame simulating the Second World War operation to capture vital bridges behind enemy lines, has been released by CCS for the Amstrad, price £9.95.

A VIEW TO A KILL

A View To A Kill, Domark's arcade adventure, based on the latest James Bond film, is now available on Amstrad. It will cost £10.99 on cassette and £12.99 for the disk.

Programmed by Software Technicians, the Amstrad version of *A View To A Kill* will consist of the same games as the other programs, although they will be in a different order: The Silicon Mine, The City Hall Fire and, finally, The Paris Chase.

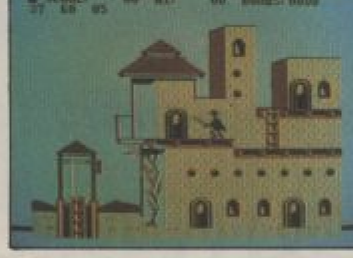
The first two have a points accumulation system, thus providing an incentive to players to finish each game.

Avast there, me hearties, it's treasure time. Many moons ago the cursed pirate ship Amovak sank while carrying **The Devil's Crown**.

Now after years of research the ship has been located. Your task is to find the seven jewels of the crown which have been scattered throughout the ship and replace them in the golden crown.

But the crown is cursed and protected by pirate ghosts, creatures.

The Devil's Crown from Probe is for the Amstrad CPC 464 and 664, £7.99 cassette and £12.99 (disc).



Swashbuckling hero, Zorro leaps onto the screen of your C64 this month in a superb new game from Datasoft. Written by the same team who brought you the original marshal arts classic, Zorro is a fun arcade adventure with lots of puzzles to solve during a quest to rescue a captured senorita!

Also from Datasoft is *Goonies* — a great spin-off from the soon-to-be-released Spielberg movie of the same name. We've briefly played the game here at *C&VG* and we can reveal that it had us hooked instantly! The game faithfully follows the plot of the film with eight fun packed platform style screens. Game play is so complex that you need a hint sheet to help you solve each screen!

The game also features a unique control system. You can control any one of the two characters on screen at any time simply by pressing the fire button. In two player mode you each get a character to control.

Goonies will be available for the 64, Spectrum, Amstrad and Atari fairly soon. Watch out for the film and the game.

And watch out for our great ZORRO competition next issue!

Delta 4's adventure **Bored of the Rings**, a parody of JRR Tolkien's classic, Lord of the Rings, is being re-launched by SilverSoft.

It will be an expanded version of the original and feature new locations and graphic scenes.

The game will initially be available for the Spectrum and BBC computers, with further versions soon to follow for the Amstrad and Sinclair QL.

Launch date for the new **Bored of the Rings** is set for September 16th, with a recommended retail price of £7.95.

Chess game **White Knight Mk12** is now available on disc for the BBC Model B, price £18.95.

White Knight's features include save game, tournament problem modes, colour and sound options, elapsed-time clocks.

Beyond has become the first UK software house to license its games in the US market — and on its own terms.

The deal has been struck with Mindscapes, the software division of US publishers SFN Companies. Mindscapes entered the US market at the recent Consumer Electronics Show in Chicago.

The three games involved are: **Lords of Midnight, Shadowfire** and **Quake Minus One**.

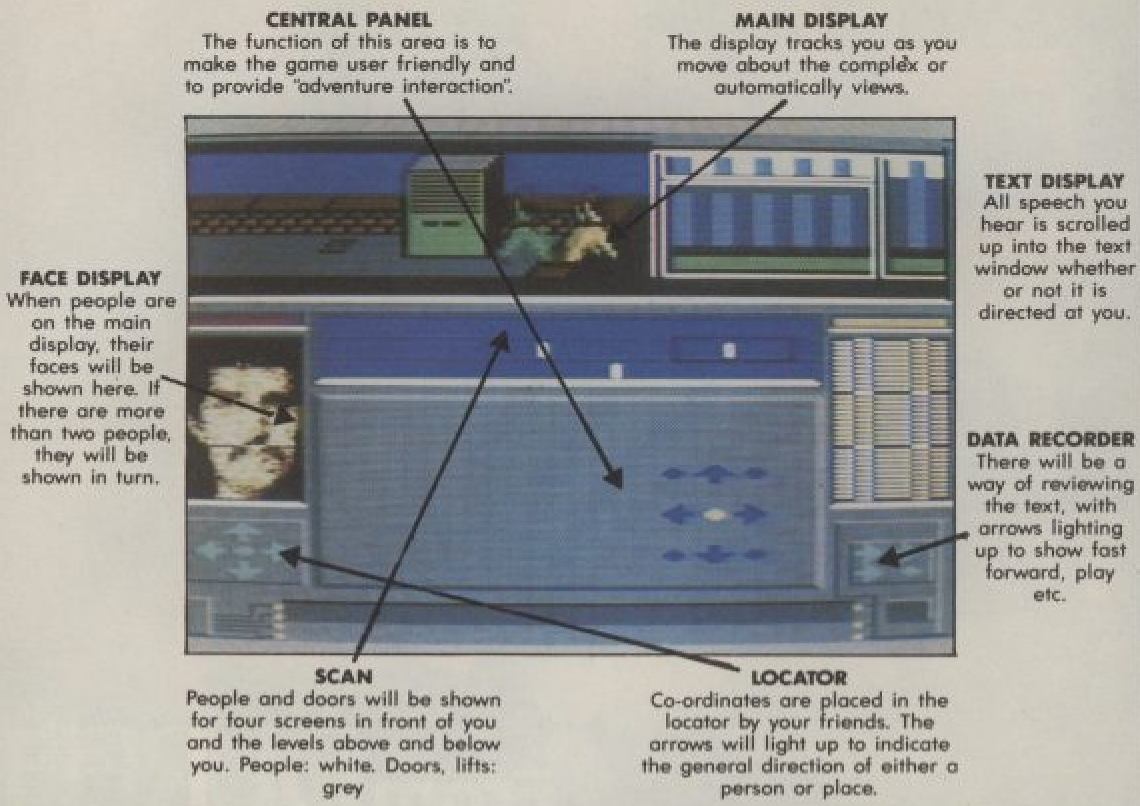
Beyond's brand identity will be preserved under the deal. The company's logo will have equal prominence with that of Mindscapes.

What new arcade war game makes *Beach Head* look like a Sunday school outing? Well, it's based on a current arcade classic called Commando. It's for the Commodore 64 — and it comes from Alligata, the people who sent one *C&VG* reader to Hollywood! The game is called *Who Dares Wins*, or *Death and Glory*.

Alligata aren't quite sure yet. What you have to do is pretty simple. You must guide your SAS man through a deadly battlefield, fighting off enemy troops and rescuing captured friendly soldiers. You are armed with a machine gun and grenades which you have to replenish by raiding enemy ammo dumps as you go. It's just like an assault course on screen — NEVER stand still or you'll be taken out by the crack enemy divisions! Lots of surprises and lots of addictive action. Our advice is to get into training now. You'll need it to survive!



ACE REPORTER MISSING!



DATELINE: Columbia From Our Special Correspondent

■ The Daily Planet's top reporter, Jim Hopper, is still missing. Hopper disappeared while on a special assignment in Columbia. He is thought to have been investigating a drugs racket . . .

That story sends you off on a dangerous mission to infiltrate a drugs factory in Columbia, locate your friend and enlist the help of an underground organisation called Nexus — which is dedicated to destroying the drugs racket.

With their help you just might get your friend out — and get a good story for your newspaper at the same time!

So starts the latest game from Beyond Software called **Nexus**.

The game was created by a new software development house called — you guessed it — Nexus! This new company is headed by Paul Voysey and Tayo Olowu authors of *Psytron* and *Psi-Warrior*.

The game is a kind of hybrid mixture between *Shadowfire* and *Exploding Fist* — if you can imagine that. It represents a real leap forward for graphic adventure games. Our screen shot explains more than words can here!

The objective of the game is to gather evidence of the activities at the drugs factory and to get the evidence back to your editor.

To help your mission, you have an audio recorder which records spoken information and a camera for photographing documents, drug stores and suspicious characters. You can use your recorder to transmit messages back to your boss.

But the recorder has a limited memory capability. To maximise the value of each of your transmissions (communications rooms are well guarded), you must estimate the worth of each piece and erase those you feel are least important.

You won't be able to infiltrate any of the more secure areas without the help of Nexus. So you need to quickly discover a member of this underground organisation and enlist their aid.

You start the game with only run, walk and punch options open to you. To obtain greater capabilities, key members of Nexus must be located, each of whom may have one or more specialties. Such as explosives, knife throwing, firearms, gymnastics, unarmed combat, lock picking, forging.

After finding someone who is prepared to teach you their skill, you will follow them to a "training" room, or arrange a rendezvous.

In the "training" room the joystick controls for particular skills will be explained to you and you can do exercises to familiarise yourself with their operation.

A rendezvous may be broken by unforseen circumstances (eg guards detaining your teacher) or through sheer unreliability of that particular character.

At any time you may obtain a code which contains a check on your name, the capabilities you have amassed, who your friends are and also in broad terms how alert the guards are to your presence. This code allows you to restart a game with the skills and friends you have earned.

The game will end if Nexus consider you a threat to their organisation because of the number of times you have been caught and interrogated.

The game includes some innovative and exciting features — like the digitised video images of the "faces" you meet while exploring the eight levels of the factory complex.

The animation of the central character was also created using the digitised video technique. The programmers spent ages walking and jumping about in front of a video camera so they could transform their movements accurately into computer graphics.

The text displays which appear during the game do away with the need for a massive instruction book — and in turn this makes the game a lot easier to get into. You can simply sit down and play.

We've seen a demo version of this exciting new game — and can confidently predict that you're going to love it. *Nexus* will be available for the Commodore 64 and Spectrum in October, priced at a very reasonable £9.95.

■ Here is a screen shot from Steven *"Wizard's Lair"* Crow's latest game soon to be released for the Spectrum, C64 and Amstrad by Bubblebus priced at £7.95. Called *Star Quake*, the game features a bio-robot. 450 different locations and a doomed planet. Review next issue!



■ Hewson Consultants is celebrating its fifth successful year in the games software business with an impressive and balanced range of releases due for the autumn.

A first offering will be the Amstrad conversion of Dragontorc, 1985's chart topping Spectrum hit.

To complement this conversion the company is releasing Southern Belle for the Spectrum, the first authentic steam engine simulator.

Paradroid for the Commodore 64, the successor to **Gribbly's Day Out,** appeared in early September, and is followed by an original Amstrad arcade adventure and **Astro-Clone**, the Spectrum successor to **Dragontorc**.

Two more Spectrum titles and an Amstrad conversion are due out later in October to complete the most ambitious launch schedule in the company's history.

HOT GOSSIP

■ WOW,wow,wow,wow,wow,wow, wow,wow,wow,wow,wow,wow. "Yaa-hoooooo you're all clear kid . . ."

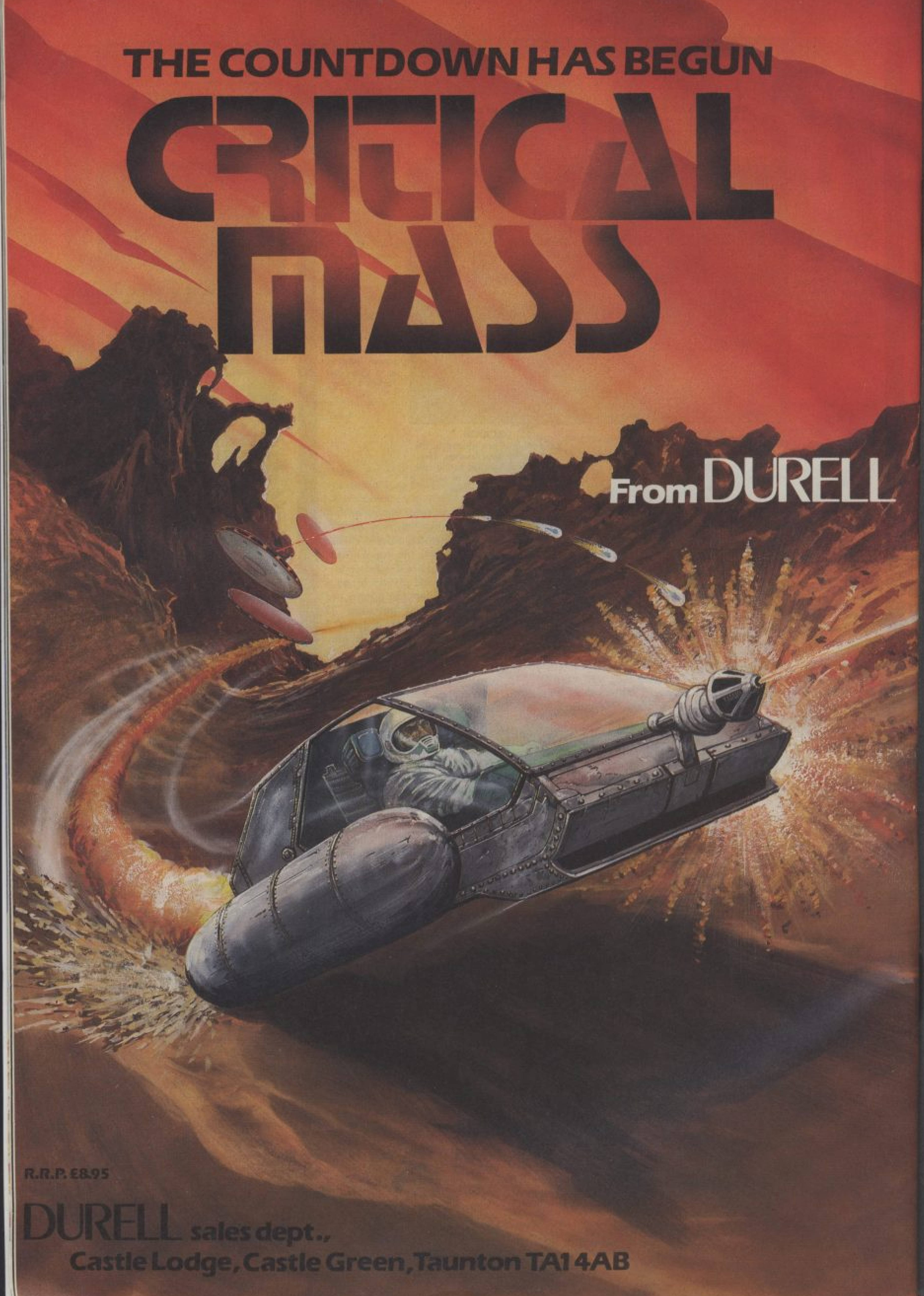
It's Zappa-rooooony time with **Jeff Minter**'s latest game called *Batalyx*. It will knock your socks off with its sheer



mega-funky urge to surge.

I have completely flipped over this game, it is a landmark in my game playing career and I will tell you why . . .

continued page 13 ▶


THE COUNTDOWN HAS BEGUN
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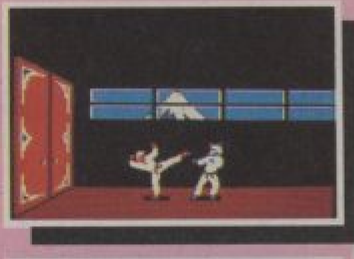
3 NEW COMMODORE 64 CASSETTES OUT NOW FROM ARIOLASOFT

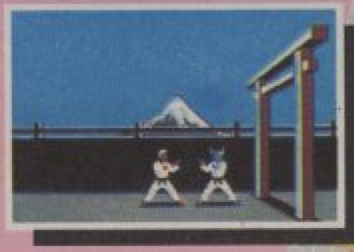
▶ KARATEKA

A Karateka is one trained in the Way of Karate, the centuries old martial art of Japan. In this classic story of one man's battle against insurmountable odds, your mission is to rescue a beautiful princess from a dungeon deep inside the palace of the evil warlord Akuma.

Brøderbund have created an arcade action game as close to an interactive movie as computer game players are likely to see. Extremely large and realistically animated figures come alive against beautifully detailed scrolling backgrounds. You are in full control of the hero's every movement. Walking, running, bowing and all fighting movements including the strategic timing and placement of kicks, thrusts, jabs and punches are an integral part of the gameplay.

The story progresses through a series of increasingly more challenging encounters with the enemy, until you finally meet the ultimate opponent. Built-in surprises make trying to rescue the princess difficult and addictive.







- ▶ Suspenseful, move-like story
- ▶ Run, Punch & Kick ability
- ▶ Smoothly animated characters
- ▶ 3D scrolling backgrounds
- ▶ Realistic Karate fights to the death

A FABULOUS 3D MARTIAL ARTS KARATE PROGRAM



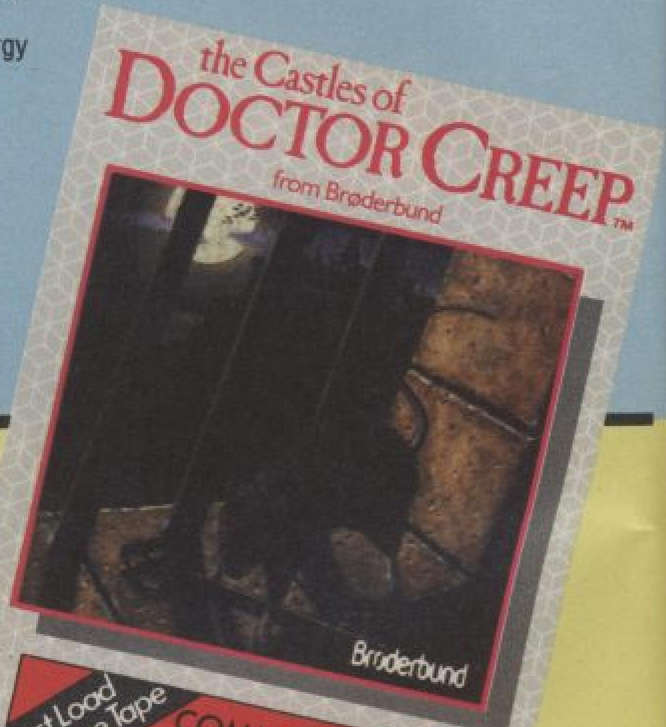
A LONE FIGHTER AGAINST DEADLY ALIENS

▶ STEALTH

STEALTH has everything the arcade action player dreams of. You are right at the heart of the action as you pilot a powerful Stealth Starfighter on a mission of utmost importance – to destroy the Dark Tower and with it the Merciless Council of Nine.

The sky is alive with warp-fighters closing in from all directions. The landscape bristles with automated radar towers firing heat-seeking projectiles of doom. Robot-controlled photon tanks . . . high energy laser artillery . . . all of this and more await players of STEALTH.

- ▶ Stunning 3D effects
- ▶ Deadly Enemy Attack Planes
- ▶ 5 Levels of Skill
- ▶ Vicious Heat-Seeking Missiles
- ▶ Ominous Dormant/Active Volcanoes
- ▶ Positive/Negative Energy Fields



A CHILLING ACTION/STRATEGY PROGRAM

▶ THE CASTLES OF DOCTOR CREEP

Thirteen castles containing over 200 rooms await inspection. You will find each room filled with challenging puzzles and sinister surprises. Force fields, electrostatic generators, death rays and wandering mummies are only a few of the treats in store.

THF CASTLES OF DOCTOR CREEP is a very challenging arcade strategy game, full of surprises and the Doctor's rather weird sense of humour. There's no turning back on a tour of the good Doctor's home. You will want to keep coming back for more of the Creepy hospitality.

- ▶ 2 Player interactive action
- ▶ 13 Separate Castles
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▶ ***KARATEKA*** ▶ ***STEALTH*** ▶ ***CASTLES OF DOCTOR CREEP*** – Commodore 64 cassettes – ***£9·95*** each.

(Please allow 28 days from release for delivery)

ariolasoft
HIGH PERFORMANCE PROGRAMS

◀ continued from page 9

HOT GOSSIP

To date, Jeff Minter has had a string of hit games to his credit. His early games were classics — items like *Gridrunner, Matrix* and *Lazerzone*. Then came *Revenge of the Mutant Camels* and from here in the games got freakier.

Technically the coding was superb and the design exemplary BUT the games as a whole got very ESOTERIC. The Minter fans loved them but the general public shyed away.

Jeff Minter has now gone back to his roots and *Batalyx* is a combination of all the skills he has learnt along the way.

The theme of *Batalyx* is that an attack is taking place on the planet Zzyax Prime and you get to perform on different parts of the mission. There are five games and a pause mode which is actually a version of *Psychedelia*.

You can play the games in any order and at any time, even cutting between games in mid-battles — the machine remembers where you left off.

The player has no lives and you must try to complete all the sections of the game before a master timer runs out.

At the time of review only five of the six game parts had been finished, the offending stage being an asteroid derivative where the player uses bullets as reaction mass to move a ship.

You must zoom your small manoeuvrable fighter across the planet surface zapping the robot camels. An amazing amount has been learnt since *Psychedelia* was written and boy does it show in the use of colour in *Batalyx*. The AMC stage has superb Buck Rogers-type scrolling and a stunningly coloured backdrop of pyramids and planets to fly against as you take the camels on.

There are nine warps to get through, each warp having more camels who spit those dreaded bonios at you. The waves are not structured — you can warp from one stage to another simply by accelerating continuously to warp speed (the warp sequence is incredible, making the original AMC warp look like Noddy in comparison). There are also ways to score big bonus points but you will have to discover them . . .

The next stage is The Activation of Iridis Base. This is a reaction type game where you must push the joystick in a direction shown to you by a small indicator on screen. As you move, a trail of spheroids fall out behind you. If you do the sequence correctly, you get points — if you do it wrong, you lose a spheroid (there being seven). If you complete the sequence without error, you get a 106,000 point bonus. Visually this is very strong, and again colour is used to maximum effect.

Cippy on the Run is one of my favourites. Here the little *Ancipital* creature runs along a grey corridor. He can walk on the floor or ceiling and jump between them. The aim is to change the colours of the floor and ceiling by walking on them.

You have a scanner to help you and spheroids appear to uncolour the parts you colour. They do this by bouncing from surface to surface. You are constantly firing bullets which destroy the spheres temporarily. Every two levels there are bonus phases.

Stage five is called Synchro 2 and is a follow-on from a game Jeff Minter put up on Compunet. In this game you must try to match the speed of tiles on the screen with the speed of spheres which move at random around the screen. When both are moving at the correct speed, the sphere stands still and a bonus is given for time left on a timer.

Go out and buy this game — *Batalyx* and Commodore 64s were made for each other.

Welcome back to the fold, Jeff Minter.

RAMBO II

■ Movie hit **Rambo-First Blood** is now a computer game from Ocean.

Rambo, played by Sylvester Stallone, is a Vietnam veteran who returns to the south-east Asian jungles to free American prisoners of war. He is described as a "mean killing machine."

The film has been criticised for its excessive violence but this does not worry Ocean director **Jon Woods** who negotiated the *Rambo* deal.

He says: "The story-line provides enormous scope for computer graphic scenarios — scenes like the slime pit when Rambo dangles over a mud pit will make a superb arcade sequence.

"We are not worried about the publicity surrounding the launch of the film in the UK. Games of this kind are a fantasy, addictive and entertaining — but still only a fantasy."

Rambo will sell for £7.95 on the Spectrum and £8.95 on the Commodore and Amstrad.

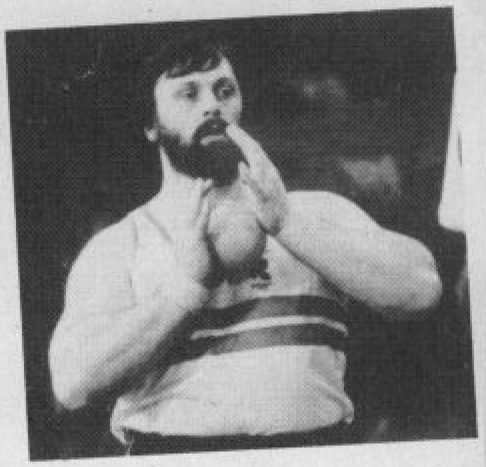
MACADAM BUMPER

■ It's your chance to be a pinball wizard with **Macadam Bumper**, a new release from PSS for the Spectrum and Amstrad (£7.95).

Macadam Bumper, originally from the French software house, Ere Informatique, allows you to design your own pinball table.

And to tie in with the game's release, PSS is running a competition for the best pinball table design.

The winner will receive his or her very own pinball machine together with a gold cassette containing the winning design.



■ Former Olympic shot putter, World Strongman and Highland Games champion, **Geoff Capes**, is assisting Martech in the development of a new game based on his exploits.

Unlike many previous sporting simulations, the game will not be dominated by "joystick bashing".

Players will need to adopt a strategic approach to bring Geoff to the peak of physical fitness for each of the demanding events, then once an event is underway, timing and quick reactions will be needed for success.

CORRECTION

■ **Chop Suey**, English Software's martial arts game for the Atari, sells on cassette for £8.95 not £12.95 as was printed in the September issue of C+VG.



■ Tea for two with **Super Gran** at London's world-famous Ritz Hotel.

That was the treat for 16-year-old **Nick Withey** as winner of *Computer + Video Games* Super Gran competition run in conjunction with Tynesoft.

Nick, of Whittington Road, Westlea, Swindon, chatted with television's most popular superheroine — played by actress Gudran Ure — over tea, sandwiches, scones and cakes — about her exciting adventures.

NEWS

● I hear Gary Liddon, an ex-employee of Domark, put a little message into the disk version of *A View To A Kill* from Domark Software.

This chap said hello and various other bits of drivel in a scrolling message. When I asked Dominic Wheatley if he knew about this message, he said: "Gary Liddon would have been sacked if we still employed him! It was a very silly thing to do. Mind you he did play around like a kid in our offices."

So what did Gary Liddon do at Domark?

Dominic Wheatley tells me: "In the main, he did odd chores in the office and some filing. He also made tea for everyone."

Seems about right . . .

● Isn't that music on *Hyper Olympics* (C64) from Ocean amazing? I can reveal that it was written by the nephew of a famous flautist. James Galway's nephew works for Ocean and writes the music for their games.

● For all you *Thing On A Spring* fans there is a cheat mode. If you hold down the letters THING and INSTDEL and left arrow (top left hand corner) all at the same time you become invincible!



Herbie Briggs has just destroyed the myth that all floppy discs are created equal.

They seem equal. Until you look at the seams.

That's where equality ends.

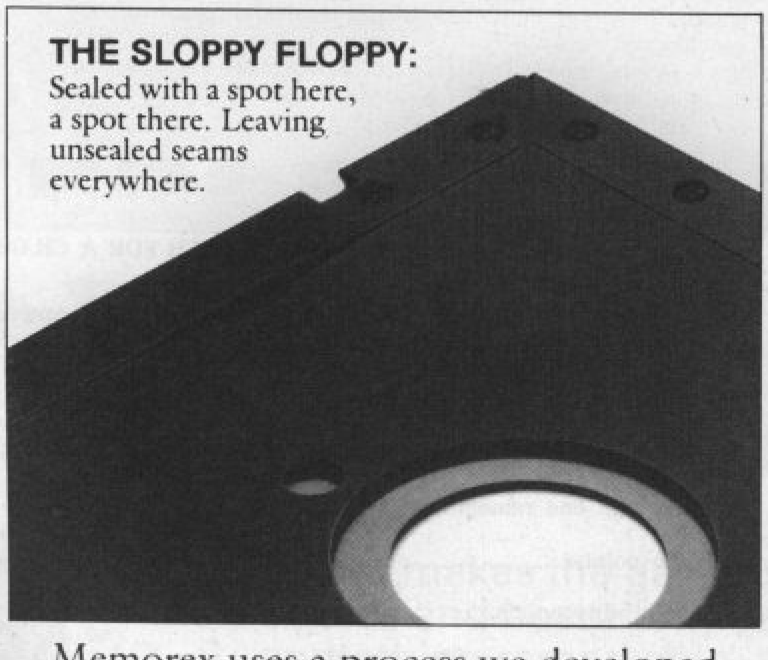
Most companies seal their discs with a spot here, a spot there. Leaving most of each seam not sealed at all.

Sooner or later, the seams might do what comes naturally: they bulge. Warp. Pucker. Open up.

Pens, pencils, fingernails—even a four-year-old's, like Herbie—can catch and snag in those wide open spaces.

That's sloppy. And dangerous. Because if you put a sloppy floppy into your disc drive, it can jam your drive. Ruin your drive head. Lose your data.

So much for their seams. Ours are different.

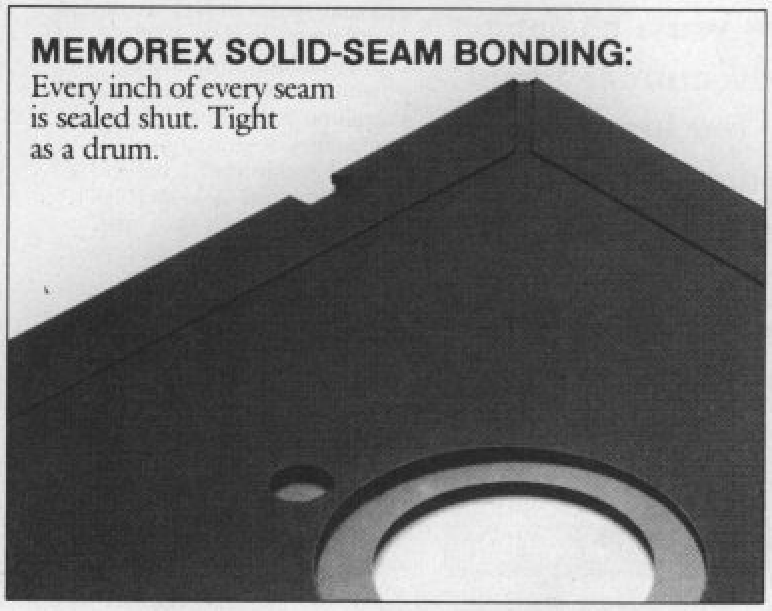


THE SLOPPY FLOPPY: Sealed with a spot here, a spot there. Leaving unsealed seams everywhere.

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Solid-Seam Bonding seals shut every inch of every seam of every Memorex® floppy disc. Tight as a drum. That makes the Memorex floppy stiffer. Stronger. And your data safer.

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The next time you're buying a floppy disc—or a few hundred of them—just remember this:

It's always better to be safe than sloppy.

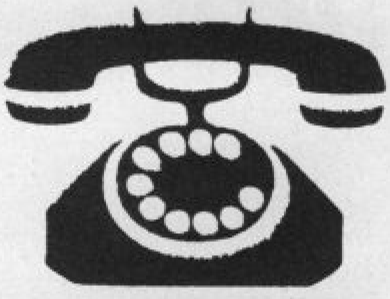
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MEMOREX

THE GREAT M.U.D. CHALLENGE!



Are you a champion adventurer? Could you brave the dangers of the amazing Multi-User Dungeon and come up with a sack full of treasures? Are you up to The Great M.U.D. Challenge?

What Is M.U.D.?

M.U.D. or Multi-User Dungeon is a unique interactive adventure game which can be played by several people at once using modem links to a special central computer. The game was created by computer buffs at Essex University and has since gathered a huge cult following. British Telecom have decided to let more of you in on the act and make M.U.D. available to everyone with a modem! Unlike normal computer adventures you actually play the game with other REAL characters who are as unpredictable and frustrating as real people — which is probably because they *are* real people! If you fancy your chances in the world of M.U.D., enter the C+VG challenge today!

The Challenge

Here at *Computer + Video Games* we're looking for one of our readers who is tough enough, brave enough and quick thinking enough to represent *C+VG* at The First M.U.D. Spectacular due to be held at the London Dungeon in November.

Ten other computer mags will be choosing their champ — but we're sure that *C+VG*'s adventure ace will be the one to defeat the best of the rest. So you've got to be good!

The *C+VG* champ will win a special M.U.D. pack, worth £20, which contains a map, a security card and full instructions on how to play this unique interactive adventure game.

The champ will also get free on-line tuition from an Arch-Wizard on the intricacies of playing M.U.D.

Suitably trained, the various champs will then enjoy an all expenses paid trip to the London Dungeon for the M.U.D. Spectacular.

The overall first prize will be 1000 M.U.D. credits — approximately 100 hours playing time — plus £100 in crisp banknotes! Second and third place winners will also get credits. And the winning magazine will get the first ever full colour map of the entire land of M.U.D. to publish in the New Year.

Great prizes and a great competition! But what do we want you to do? Read on, oh wise ones . . .

The thing about interactive adventures — like M.U.D. — is that you can invent an entirely different character for yourself. If you're a seven stone weakling you can suddenly become a muscle-bound barbarian in seconds — and without having to pump iron for months and months!

So that's what we want you to do — create your own character. If you are familiar with role playing games like *Dungeons and Dragons* or the Fighting Fantasy novels, then you'll be familiar with the routine. However we're dispensing with all that dice throwing business and giving you 20 *C+VG* Dungeon Points to play with.

You have to decide how you want to split these points up when you come to fill in your C+VG Character Coupon on this page. We'll give you a free hand when it comes to choosing a weapon for your character — but he, she or it is only allowed ONE bit of hardware.

For example — if you wanted your character to have amazing magical powers, you'd give him, say, 10 points under the magical ability, but that would mean you'd have to make him a seven stone weakling or a bit stupid!

Then again you might want to make him, her or it extremely strong — but that would leave you fewer points to play with in the intelligence department. So think carefully before you start throwing those points around. Give your character a good name too — the more original, the better.

You might like to draw your character for us too if you're a dab hand with pencils or brushes. Once you've filled in the coupon, cut it out and send it to Computer + Video Games, The Great M.U.D. Challenge, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

The winner will get the special M.U.D. pack and 25 runners up will get Firebird games for their computers plus a *C+VG* t-shirt. Entries must reach us no later than October 16th. Normal *C+VG* competition rules apply and employees of BTE/MUSE are not permitted to enter.

The Bad News

To enter The Great M.U.D. Challenge, you must already own a modem and the correct terminal software for your particular computer. We're afraid there's no point in entering unless you have the right hardware — unless you REALLY want to that is.

THE GREAT M.U.D. CHALLENGE/C+VG's SEARCH FOR A CHAMPION

Use your 20 *C+VG* Dungeon points carefully — and don't exceed your quota. We'll be counting!!

Name of character..

Character type (Wizard/Warrior/Mystic etc)..

Weapon (just one remember!)..

Strength points..

Magical ability points..

Intelligence points..

Language points..

Fighting skill points..

'TOTAL 20'

Tie-breaker:
Name the inventor of *Dungeons and Dragons*..

Name..

Address..

....

Computer owned..Age..

Tel. No..



DYNAMITE DAN

94% Crash Smash

"What makes the game is the graphics – large, witty, bizarre and beautifully animated . . . each screen has something remarkable, and horribly difficult puzzles . . . Dynamite Dan is not just another Miner surrogate and is at least as essential to your collection."

Popular Computing Weekly.

Popular Computing Weekly Pick of the Week

48K Spectrum/Spectrum + £6.95

Coming soon on Amstrad and Commodore 64

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Maxwell House, Worship Street, London EC2A 2EN. Tel 01-377 4600

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KEY

GRAPHICS
Are they really mind-blowing 3D technicolour visions like the adverts tell you — or does it look like someone has simply scribbled on the screen with a magic marker?

SOUND
Does the game sound like a Duran Duran LP played at half speed? Or does the noise from your micro knock you half way across the room? The *C+VG* review team don't play games with their ears blocked up you know!

VALUE
Is the game really worth all those pennies? Will the novelty last? Is it worth going without *C+VG* for a month because your parents won't come up with the extra pocket money? Or could YOU write a better game?

PLAYABILITY
Will you be playing until the early hours of the morning as you attempt to complete just one more screen? Or do you fall asleep the minute the intro screen appears?

BLITZ GAME

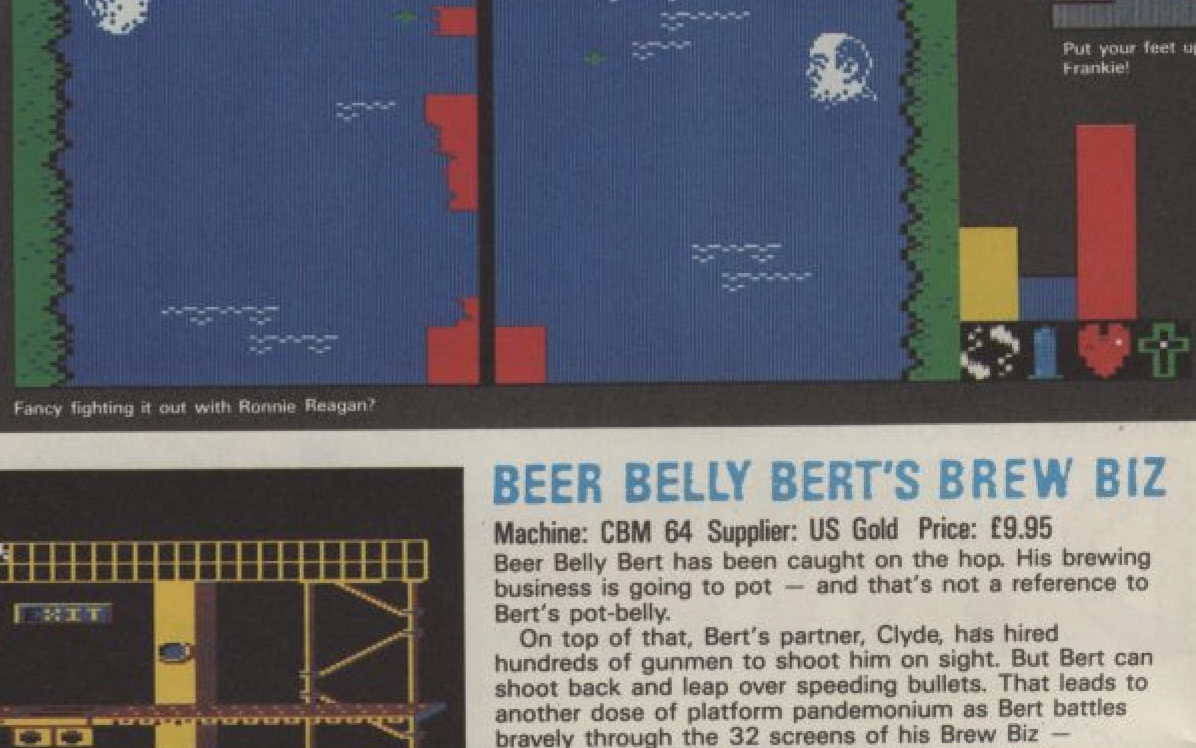
BLITZ GAME
C+VG's way of telling you that the game must not be missed!

GAME OF THE MONTH

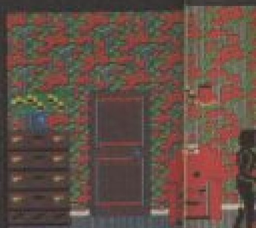
FRANKIE GOES TO



Frankie makes you feel so at home.



Fancy fighting it out with Ronnie Reagan?



Put your feet up and relax with Frankie!



BEER BELLY BERT'S BREW BIZ

Machine: CBM 64 Supplier: US Gold Price: £9.95

Beer Belly Bert has been caught on the hop. His brewing business is going to pot — and that's not a reference to Bert's pot-belly.

On top of that, Bert's partner, Clyde, has hired hundreds of gunmen to shoot him on sight. But Bert can shoot back and leap over speeding bullets. That leads to another dose of platform pandemonium as Bert battles bravely through the 32 screens of his Brew Biz — covering shipping, production and quality control.

The aim of the game is to move Bert through all the screens as fast as possible and collect the maximum number of points.

On the way, he must collect various keys to allow him access to the next screen. Besides avoiding the gunmen, Bert must ride wagons, avoid spark generators, use air vents, escalators and lifts.

Lovers of platform games should be able to work up a thirst over his frantic antics.

● Graphics	7	● Value	7
● Sound	7	● Playability	8

● STARTS HERE ▸

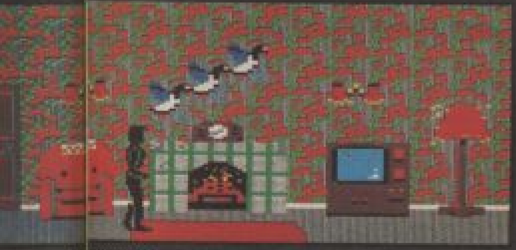
TO HOLLYWOOD

●**Machine:** CBM 64
●**Supplier:** Ocean
●**Price:** £9.95

Frankie Goes to Hollywood the game has finally arrived in the shops and, like everything linked with the group, seems set to race to the top of the charts.

FGTH is an arcade adventure game in which the adventure element is the most dominant, though the graphics are of the excellent quality we have come to expect from Ocean.

The challenge that has been set you in the game is to become a "real person". You must progress through the game exploring and discovering to increase your personality rating — at 99% you have completed the game and attained personal



t up and relax with

perfection.

Objects like power pills, videos, security passes and floppy discs must be collected and used to their best advantage in the game. There are 60 different tasks to be completed ranging from the relatively simple to extremely involved and complicated tests. Once these have been completed you must then go in search of the Door to the Ultimate Experience — the Pleasure Dome.

You can carry up to eight objects at the same time and can check your inventory by pushing your joystick downwards. If you want to use any of the items in the inventory, you just have to move the cursor icon to point at it, and then just press the fire button.

One of the most important mysteries that you must solve during the game is a murder. Once you have found the body, you must progress through the game and collect the 23 clues which will point to the identity of the killer.

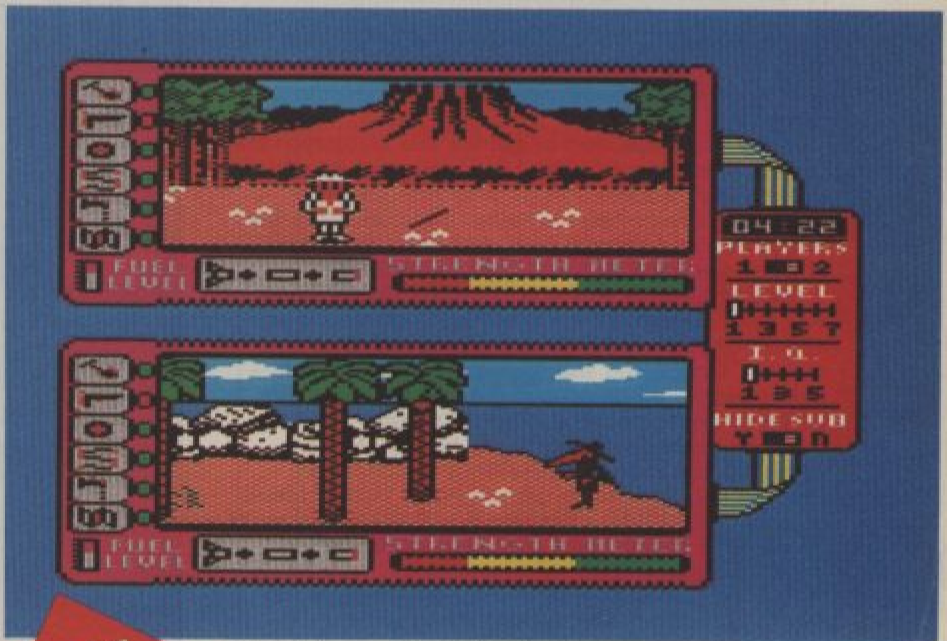
The game also includes ten screens of original arcade sequences which are hidden throughout the game. They include the War Room, Raid over Merseyside and Cybernetic Breakout, each of which are similar to the arcade sections in some of Mikro-Gen's more recent programs.

The icon-driven displays, the fantastic backing music, the depth of play and the stunningly lifelike graphics all add up to what must be Ocean's best game for the CBM 64 to date.

Even if you hated all of *Frankie's* records, you'll love this game.

Bound to be one of the all time classics on the CBM 64.

● **Graphics**	9
● **Sound**	9
● **Value**	10
● **Playability**	9



BLITZ GAME

SPY vs SPY — THE ISLAND CAPER

●**Machine:** CBM 64 ●**Supplier:** Beyond ●**Price:** £9.95

Those MADcap spies are back again with their cut-throat tactics in *Spy vs Spy — The Island Caper* and look destined to repeat the success of *Spy vs Spy*.

The game is set on the deserted tropical paradise of Spy Island. A top secret XJ4½ missile has crash landed.

You must find the three parts of the missile, re-build it, and then escape from the island by submarine.

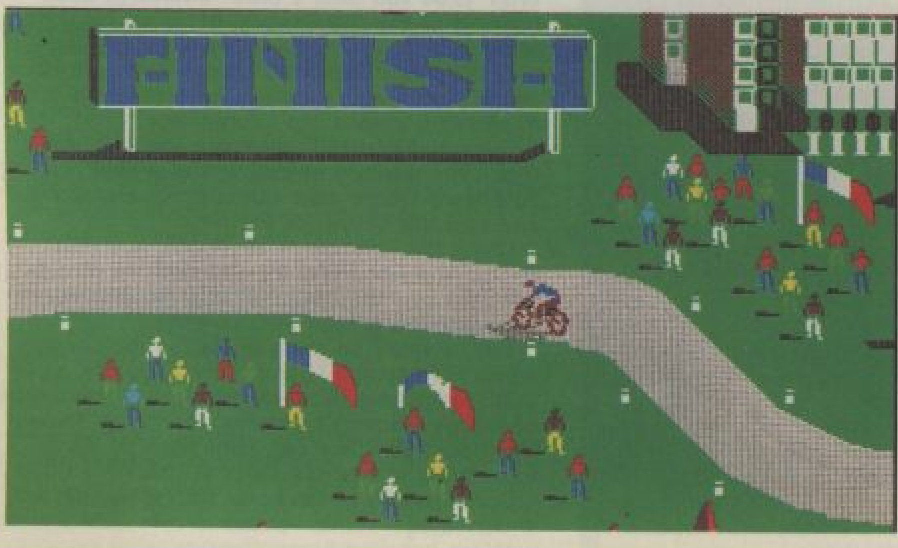
The mission is hampered by the rival spy and the fact that the island is dominated by an active volcano which is about to erupt.

As with the original *Spy vs Spy* game, the Black and White spies are constantly at each other's throats. With bombs and booby traps, they cause each other untold grief.

The game again features "Simulvision", a split screen display showing the activities of each of the spies. Occasionally they move onto the same part of the island and then a punch-up usually starts.

The cartoon graphics are every bit as good as on *Spy vs Spy* and, with seven levels of action, you'll find it a real challenge.

● **Graphics**	9	● **Value**	8
● **Sound**	8	● **Playability**	9



TOUR DE FRANCE

●**Machine:** CBM 64 ●**Supplier:** Activision
●**Price:** £9.95

Activision's record with successful sports simulations is impressive — *Decathlon, Tennis* and now *Tour de France*.

And what a tour de force it is!

Graphics, animation and attention to race details are fantastically realistic. Even road signs and cheering spectators are included in this pain-stakingly accurate sports simulation.

You can begin the game by either choosing a practice circuit or a competition option. In the competition option at least two players must take part and you may choose to complete one étape — a single stage in the Tour de France — or race the entire circuit across France.

After having chosen the circuit that you wish to race, you must then choose from the range of

● CONTINUES ON PAGE 20 ▶

▶ TOUR DE FRANCE CONTINUED

different bikes and coloured strips that you will wear during the race. Each individual bike has its own qualities and weaknesses — so choosing carefully is important.

In the great tradition of games like *Decathlon* the forward movement of the bike is created by you moving the joystick from side to side with increasing speed. You can steer the bike using the fire button and change gear and brake by either pushing the joystick forwards or backwards.

Getting into the game is relatively simple once you have completed the preliminary questions and options that every Activision game seems to contain. Controlling the bike is not that difficult — unless you want to go fast round a corner or are trying to change gear cycling up a steep hill.

Once you have mastered the basics of good computer cycling, *Tour de France* becomes an exciting and enthralling game to play with a friend or group of friends. I imagine it would lose some of its magic if it was used only as a single player game, though.

Tour de France is a slick and very professional sports simulation and deserves to grace the software collection of any sports enthusiast.

● Graphics	9	● Value	9
● Sound	8	● Playability	8

ROAD RACE



Machine: CBM64
Supplier: Activision **Price:** £9.99

Ever seen the American movie called *The Cannonball Run*? It's packed full of stars, car chases and mega-accidents. Well, *The Great American Cross Country Road Race* is a bit like that!

The aim of the game is to race across America — travelling from city to city — avoiding police speed traps, dealing with nasty weather conditions, making regular fuel stops AND beating the clock at the same time.

The game is a mixture of arcade action and strategy. First you must judge the best route to take between cities — taking into account road conditions etc. by using the map screen. This shows major roads and cities in the USA.

Once you've selected your route, it's out onto the highway where natural hazards may well slow your progress and stop you reaching your goal. Unnatural ones like the high speed cop cars out to book you!

Control of the car comes close to the real thing — you have to watch your revs and change gear smoothly otherwise your engine blows — and it's a long push to the next service station. Yes, you can push by hitting the joystick *Decathlon* fashion but it's not recommended! You probably won't make it to your destination in time.

You are equipped with a fuel gauge, rev counter, milage gauge, clock and the all the important radar warning device.

Road Race is an enthralling game.

● Graphics	7	● Sound	7	● Value	7	● Playability	8

BOFFIN



●**Machine:** BBC/Electron ●**Supplier:** Addictive Games ●**Price:** £9.95

A very strange world awaits the intrepid explorer in *Boffin*, a world in which petri-dishes (petri-dishes?) and tripods must be destroyed, in which unlucky horseshoes must be collected, mysterious owls touched, giant puffer blimps outwitted.

This is a quest not unlike *Knight Lore*, although to my mind *Knight Lore* far exceeds it in quality of graphics, plot and problems to be solved. Here, you must pass through a series of caves by destroying all the horseshoes which are, for reasons best known to themselves, hanging around upside down. Having done that, you must touch the enigmatic resident owl, the guardian of the cave, who then allows you through to the next cave.

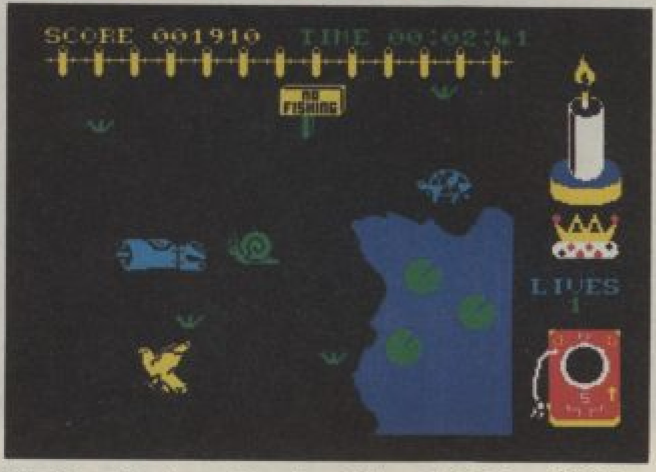
There are actually two games on the cassette. Original *Boffin*, which features 20 caverns and high-resolution graphics, is exclusively for the BBC, while *Boffin 2* on the other side boasts 25 screens, all different from original *Boffin*, and can be run on the Electron as well.

It's difficult to get involved in the game. This kind of quest really demands a properly throught out scenario, along the lines of *Knight Lore*, and a goal to hold it together. It's no longer enough to throw in a few "tasks" (*why* must you collect horseshoes?) and some ill-assorted hazards (why should these caves be full of hydraulic rams?) for no particular reason.

On the whole, there is nothing much to hold your interest.

● Graphics	8	● Sound	7	● Value	6	● Playability	7

TALOS



Machine: Spectrum **Supplier:** Silver Soft **Price:** £7.95

With *Talos* you take a crash course in body-building to the theme tune of *"I ain't got no body"*.

Battle robot Talos has been smashed into seven pieces and his metallic remains lie mouldering across the countryside.

But one hand still has some life in it. And that's the starting point for this arcade adventure where your quest is to rebuild Talos and find the Crown of Eternity.

Using the joystick or keyboard, you must control the hand and try and find the remaining six pieces of the battle robot's remains which are scattered across 200 screens.

But he must be reassembled in the correct order. For example, hand, arm, body etc.

To complicate matters, the countryside is full of energy-draining creatures which sap Talos if they touch him. He can fight back by firing force bolts at them.

Some pieces of his body will be located underwater — which presents him with a pretty problem because he can't swim.

In his rambles around the countryside, Talos will also encounter a number of white gates

◀ CONTINUED FROM PAGE 19

● CONTINUES ON PAGE 23 ▶

Post Haste Software

The total postal software service!
Post Haste is part of GB Microland, the South of England's unique software shop. Thousands of titles. Lots of experience. But not everyone lives near us. So we created Post Haste Software. To bring the best to your door. With top service. Here's how.

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BEACH-HEAD II (Access/US Gold)

As good as you were hoping. Now with the added impact of top-quality synthesised speech. Incredible animation - the screen action takes your computer graphics near to the outer limits!
"Outstanding animation that made me stare in amazement. Must be of the best games to make its way across the Atlantic" - Zzap 64.
"Voice synthesis of the same high quality as Impossible Mission. The game you've been waiting for" - Computer & Video Games.
£9.95 [C] Commodore 64
£12.95 [D] Commodore 64

KENNEDY APPROACH (Microprose/US Gold)

An air-traffic control simulation with very impressive speech synthesis from the team that made Impossible Mission speak. Forget other simulations - in this you'll literally talk the planes down. Be warned: it's likely to make your palms sweat!
"An excellent strategy game. You begin to feel some of the power and tension of a real traffic controller" - Your Commodore.
£9.95 [C] Commodore 64
£12.95 [D] Commodore 64

DROPZONE (US Gold)

You're on a planet in a space suit that lets you hover or flit back and forth. Surrounded by things which spell death at a touch, you must collect enough spheroids (not easy - other things keep pinching them) to get you to the next screen. Life gets ever more tough!
"The graphics are superb and the play is utterly addictive" - Popular Computing Weekly.
"The combination of fast action, brilliant effects and alien variety make this a masterpiece" - Zzap 64.
£9.95 [C] Atari £9.95 [C] Commodore 64
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"The icon graphics are excellent; on of the most enjoyable games I've played in a long time" - Sinclair User.
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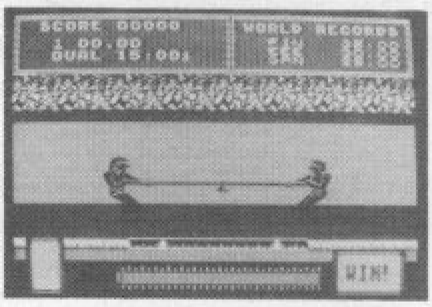
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TALOS CONTINUED

which he is unable to enter unless he can find the white pearl.

Score is displayed at the top of the screen and a candle indicates Talos's strength. He can make the candle grow by collecting objects around the countryside.

● Graphics	7
● Sound	7
● Value	7
● Playability	8

RED ARROWS

●Machine: Spectrum/CBM 64/ Amstrad
●Supplier: Database Software
●Price: £8.95 (Spec) £12.95/£11.95 (Amstrad disks)

Great idea. Shame about the game. That just about sums up this brave effort to put you in the hot seat of a Red Arrows Hawk jet.

Database has obviously spent a lot of time developing the program — which is very well presented in packaging terms.

But — and it's a big but — the actual graphic representation of the Red Arrows, on the Spectrum version is awful.

Database say that the program uses "3D graphics to soar to heights of realism never achieved before". If you make claims like that, you have to be sure the finished product lives up to them, right?

Well there doesn't appear to be any 3D effects on the Spectrum *Red Arrows* game. What you see through the cockpit of your Hawk is the usual blue slabs for the sky, green slab for the ground and superimposed red aircraft to represent the Arrows formation.

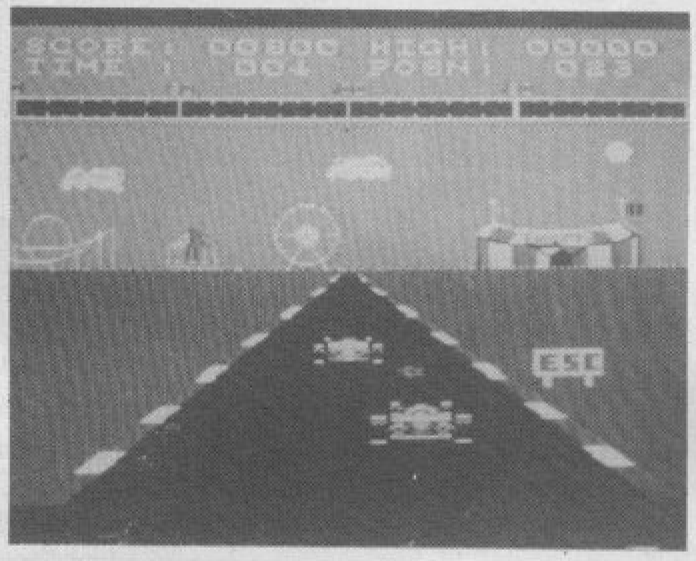
Now, everyone knows about the colour clash problems on the Spectrum. But should half the aircraft you are following disappear when it banks and have half in the sky slab, half in the ground. Or is this just a simulation of what happens to your eyesight when you are subjected to high G-forces?

Database say they created the program with the help of the Arrows pilots and have a special high-score competition running with the game. You could win an all-expenses-paid trip to the Red Arrows' base.

But I don't think even the prospect of a day out with the Arrows would make me want to shell out nearly £9 for this game.

● Graphics	4
● Sound	4
● Value	4
● Playability	5

HYPERDRIVE



Machine: QL
Supplier: English Software
Price: £14.95

Vrooom goes the QL! At last, a *Pole Position* for the game-starved QL.

It's fast and lots of fun with some nice looking graphics and neat sound effects.

Hyperdrive follows in the *Pole Position/Enduro* race game format. You race against the clock and other opponents — dodging slower cars, oil slicks and other hazards on the track.

There are day and night-time screens — plus some really nice graphic "landscaping" touches. Like mountains and bridges.

● Graphics	9
● Sound	9
● Value	8
● Playability	9

AABATRON

Machine: BBC/Electron
Supplier: Bevan Technology
Price: £7.95

Your mission: to save planet Earth from an infestation of assorted mutants. Yes, upon you, brave young cadet Shiff Loc, depends the fate of the civilized universe. Only you can clear the Aabatron Central Planet Control of "mean Puon aliens", armed with nothing but your trusty blaster buggy. Unless you can get hold of the rapid-fire machine gun, that is.

This is an entertaining version of the old maze games, where each location consists of differently arranged rooms around which you move up, down, left and right, blasting the various nasties inhabiting the place. You have to watch out how you zap them — some of them act as protection from the flak of the more active baddies.

There are 20 different screens altogether, and eight aliens, including the ubiquitous Rammers and Invulnos (who turn up in Bevan Technology's *One Last Game*), Harkers, Ceptives, Vilox and Nogrobs.

One thing I didn't like was the unpleasant flickery movement of the graphics which marred an otherwise polished display.

● Graphics	7
● Sound	7
● Value	8
● Playability	8

BLITZ GAME

MAD DOCTOR

●Machine: CBM 64 **●Supplier:** Creative Sparks **●Price:** £8.95

Creative Sparks breathe new life into the old Frankenstein myth with a cute graphic arcade adventure.

The idea is to help Dr Blockenspiel create a monster. But it's not any old monster the Mad Doc wants to make. He wants his monster to be loved!!

He wants his monster to be so NICE so that the people of the little village of Strudelburg will accept it as a friend — which is not an easy task.

First you have to help the Doc find bits for his monster in the local graveyard or cemetery — or you can go around killing the villagers for spare parts. This often leads to nasty scenes in the village inn, however, and isn't recommended!

Then you have to animate the monster by taking it up to the mystic stone circle and getting it struck by lightning. If you've succeeded in putting together a monster from all the right parts, he will be quite friendly.

If not, you'll have a rampaging beast on your hands who will set about turning you into a collection of spare parts!

You have to do all this without arousing the curiosity or hatred of the villagers. If you do then your project is doomed. All the irritating peasants turn on you if they find out exactly what you're up to!

The game is in the *Grand Larceny/Zim Sala Bim* mode of arcade adventure. You use a joystick and there are text commands to be used too.

Mad Doctor is great value and will keep you hooked for ages. But remember — don't forget the bolt!

● Graphics 7 ● Sound 7 ● Value 8 ● Playability 9

HIJACK

●Machine: Atari **●Supplier:** English Software
●Price: £7.95 cassette/£10.95 disc

Hostage drama aboard a speeding train. Ten VIPs are among the passengers.

Your task is to rescue them by helicopter and take them to the safety of the train's rear security carriage.

The VIPs appear one by one on the roof of the train. The helicopter must be carefully manoeuvred into position above them and, by pressing the joystick fire button, lowering a rope to the hostage.

Getting the helicopter in position is hard enough but there is also gun and cannon fire from the hills to dodge, plus the risk of flying into trackside trees.

There are three skill levels per game.

● Graphics	7	● Value	7
● Sound	7	● Playability	8

►CONTINUED FROM PAGE 20

● CONTINUES ON PAGE 24►

BIO-DEFENCE

●**Machine:** Atari 400/800
●**Supplier:** Tymac
●**Price:** £9.95 cassette/£14.95 disc

This is a sick game. Or rather it's a game about the sick. A lethal infection is raging through your body. The temperature is rising and your fever is high.

To combat the bacteria, you must use an Electroscan. This enables you to analyse the body and obtain vital information on the bacteria's activity.

Pressing the fire button allows you to enter the body at its cellular level. Using the joystick, you can direct a white blood cell to engulf the bacteria.

The more bacteria destroyed, the more points notched up.

Tymac's press release boasts that the game would make computers "come alive with voices and sounds." But on our copy of the game the voice was so muffled that it could be hardly understood.

Apart from my dislike of Tymac's dubious taste in producing a game about raging infections, I found the game pretty unexciting.

- **Graphics** 6
- **Sound** 6
- **Value** 6
- **Playability** 6

JUMP JET

●**Machine:** Amstrad
●**Supplier:** Anirog
●**Price:** £9.95 cassette/£13.95 disc

The Amstrad version of Anirog's *Jump Jet* takes off hoping to follow the Commodore version high into the charts.

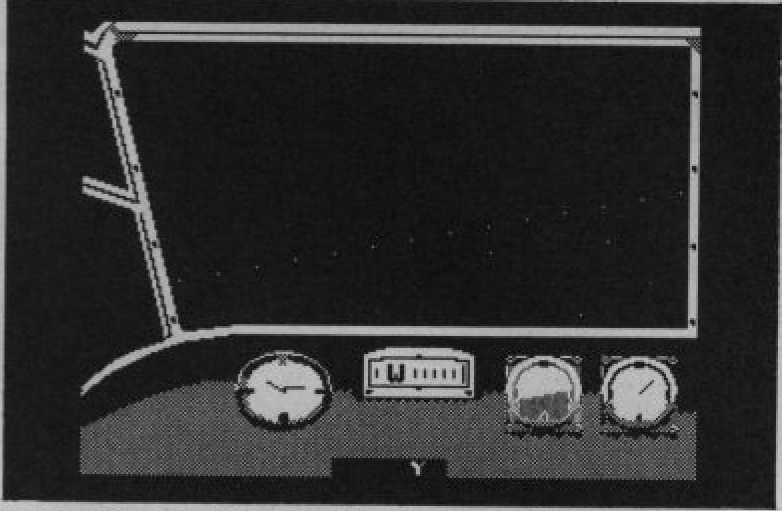
Written by former jump jet pilot Vaughan Dow, *Jump Jet* combines flight simulation with the thrills and spills of combat.

There is a practice level and four other combat mode — flight lieutenant, squadron leader, wing commander and group captain.

As with the Commodore version, the instrument panel is on view all the time. The initial screen is a bird's eye view of the jet on its aircraft. As the jet rises to above 50 feet, the screen is split into two views — one showing a side view of the carrier and jet, the other a rear view.

Above 200 feet the view is from the cockpit and you are free to track, pursue and, hopefully, destroy the enemy aircraft.

- **Graphics** 8
- **Sound** 8
- **Value** 8
- **Playability** 9



DAMBUSTERS

●**Machine:** Spectrum ●**Supplier:** US Gold ●**Price:** £7.95

The Dambusters, the well known film classic depicting the bombing raid on the dams in the German Ruhr Valley by the heroic 617 Squadron, is now a computer game.

In the game you take on the rôles of navigator, rear and front gunner and the bouncing bomb dropper all at the same time. Which, as soon as you reach hostile airspace over Europe, turns into a chaotic battle just to keep your aircraft in the air — all thoughts of actually successfully bombing the dams leaves your mind completely. Controlling the plane with enemy planes zooming in from all directions and gun emplacements trying to blast you out of the sky is quite enough to contend with.

The pilot's controls are quite complex and need thorough use to get you accustomed to using them during the game. Though, for the most part, I left the more "serious controls" alone.

There are three levels of play. The first involves you manoeuvring your aircraft across a runway and taking-off. The second starts the game with you at the controls of the plane flying over the English Channel. The third places you over the Ruhr Valley on a practice bombing-run without enemy fire to distract your concentration.

Dambusters is basically a shoot-'em-up and not a flight simulator. Though that is no disgrace and the game is well worth buying.

● **Graphics** 7 ● **Sound** 9 ● **Value** 8 ● **Playability** 8

ONE LAST GAME

●**Machine:** BBC/Electron
●**Supplier:** Bevan Technology
●**Price:** £7.95

Still not tired of zapping aliens? Here's another no-nonsense fast-moving zap-'em game clearly aimed at addicts.

One of a set of five new games releases from Bevan Technology, *One Last Game* features horizontal rather than vertical action with moving landscape — hillside alternating with city — and a whole host of aliens boasting varying degrees of speed and cunning.

Your mission is simple. You must destroy the aliens, variously named Slimeys, Rapiers, Zits, Rammers, Invulnos and Vogons, before they destroy you, and before your fuel runs out. When you collapse in your seat, exhausted, after battling your way through the first screen, you can't afford to relax — there are 19 more screens to come!

If you get frustrated at your inability to get past the first two screens, you can opt at the start for a later screen, just to get a taste of the action to come.

And that's it. A slick, unpretentious little arcade action game with neat graphics and enough variety in the individuality of the aliens to redeem it from tedium.

- **Graphics** 8
- **Sound** 7
- **Value** 8
- **Playability** 8

ROBIN HOOD

●**Machine:** Dragon 32
●**Supplier:** Pocket Money Software
●**Price:** £1.99

At last, a good game has been released for the Dragon at a sensible price. It seems that not only does Robin Hood rob the rich to feed the poor but he also provides one of the best games to appear on the Dragon.

The main idea behind this game is that you have to save Maid Marion from the evil Sheriff and collect a few bags of gold on the way. The game-play is very similar to *Hunchback* but without all the :rimmings.

What more could you ask for at £1.99?

- **Graphics** 8
- **Sound** 8
- **Value** 10
- **Playability** 9

APRIL SHOWERS

Machine: BBC **Supplier:** Bevan Technology **Price:** £7.95

Cloud, rain and umbrellas might seem distinctly unpromising as a topic for entertainment, but Bevan Technology has managed to make them seem fun. Well, almost.

April Showers is a peculiar little game that takes time to master — not because it is particularly difficult, but because it takes a while to work out the strategy.

Basically, you are a cloud, and your object in life is to rain on the plant on the ground below you. If you don't, the plant wilts and dies, and you lose a life. The complication is that while you're watering it, you're running out of water yourself, so you have to replenish your supplies. This is done by bumping into other clouds which pass by, which has the added advantage of adding greatly to your score.

The skill required for this game is not immediately apparent, but there is in fact a lot involved — you must chase clouds, zap umbrellas (but not too many), keep that plant watered, watch your water level and, if you've got the time, catch raindrops. Once the clouds have gone, your days are numbered, and then you've got to decide whether to keep the plant wet or go after the umbrellas in your remaining time. When you've lost three "lives", that's it.

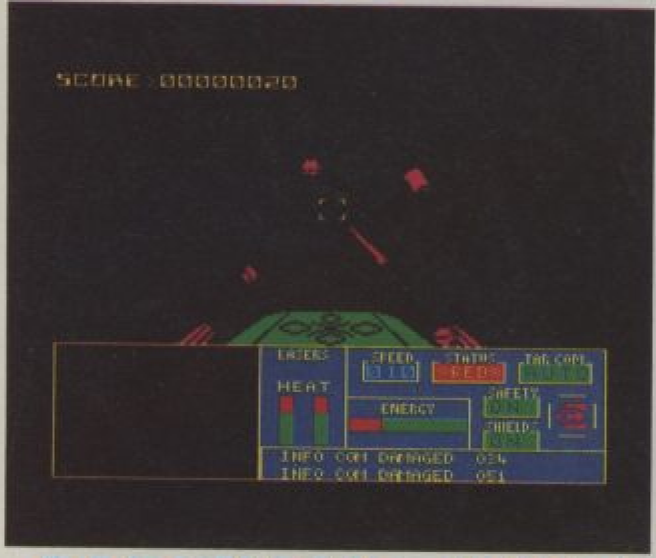
It's an offbeat idea and could keep you amused for quite a while, but in the end the lack of a facility to speed up the rather slow action as you improve is frustrating.

● **Graphics** 9 ● **Sound** 7 ● **Value** 8 ● **Playability** 8

►CONTINUED FROM PAGE 23 ● CONTINUES ON PAGE 26►



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CODENAME MAT II

Machine: Spectrum/Amstrad/CBM64
Supplier: Domark **Price:** £8.95

Derek Brewster's *Codename Mat* was one of last year's surprise hits — and the sequel is set to become a smash too!

Mat has resumed his battle with the Myons in his new ship Centurion II — and is defending crucial Karillium mines.

Karillium is the most precious substance in the universe. It is the bringer of life. One small pinch can turn a barren desert into a steaming jungle!

The mines are found in the planet Vesta — and are supplied with energy by a vast grid of satellites surrounding the planet. If the satellites are damaged or destroyed then the Karillium mines will be destroyed.

Mat has to protect the satellite grid by destroying the Myon ships out to destroy the only source of Karillium available to Earth. He also has to police the vast network of satellites and move them around to keep the energy grid operative if any become damaged in the numerous Myon attacks.

So you've got a mixture of arcade action and battle strategy here — with a hint of that old Atari classic *Star Raiders* thrown in.

You have to use the instrumentation on your ship — which includes scanners, a battle computer, shields and two kinds of weapon — to zap the aliens!

You must warp from sector to sector to defend the grid — *Star Raider* style — using the Quadrant Grid Chart that you can call up on your Centurion II dashboard.

Controls are a mixture of keyboard and joystick — and quite complex. It'll take you a bit of time to master them effectively. But the documentation which comes with the game is extremely thorough and all your questions will be answered after studying the operating instructions for Centurion II.

The screen display shows your view from Centurion II's cockpit. You have a whole bunch of instruments to watch while battling it out with the Myons — and some useful damage reports flash up to tell you just what bits are being blasted off your craft!

But never fear — help is at hand in the shape of two droids which you can send off to repair the various damaged parts of your ship — when and if you get a quiet moment! A really nice touch this. But beware — the droids can be damaged in battle too.

Codename Mat II is an exciting mixture of action and strategy — and will keep you stuck in front of your Spectrum or Amstrad or C64 for many hours of happy zapping. Don't miss this one!

● Graphics	9	● Value	10
● Sound	8	● Playability	10

RACING DESTRUCTION SET



●**Machine:** CBM 64
●**Supplier:** Ariolasoft
●**Price:** £11.95 cassette/£14.95 disk

Put your crash helmet on and prepare yourself for a bumpy ride with Ariolasoft's *Racing Destruction Set*.

A split screen enables two player action covering 19 world wide Grand Prix circuits plus 31 other tracks built in.

The game allows you to choose and customise your own vehicle from a choice of eight — from Formula racers to dirt bikes. You can also pick your engine size and tyres. Race tracks can also be created.

The game is good fun but the graphics are a little crude, and, at £11.95 for the cassette, perhaps a little overpriced.

● Graphics	6	● Value	5
● Sound	7	● Playability	8

SOUTHERN BELLE

Machine: Spectrum
Supplier: Hewson Consultants
Price: £7.95

I was really chuffed to get this game. Chuff, chuff, chuffed in fact. There are flight simulators, motor racing simulators, space simulators — but never a steam train simulator. Until now, that is.

Hewson Consultants — better known for the *Avalon/Dragontorc* arcade adventures — have gone out on a limb to produce *Southern Belle*, an authentic recreation of what it was like to drive a steam train from London to Brighton! You couldn't really get more original than that now, could you?

The object of the game is to drive the *Southern Belle* — in real life a King Arthur Class 4-6-0 steam engine from the 1930s — from Victoria Station to Brighton, keeping to the timetable, watching out for hazards and making sure that you don't blow the poor old Belle's boiler up!

Now, that might sound a trifle ordinary to those of you out there not into steam engines — but far from it. Once you've loaded the game into your steam-powered Spectrum and marvelled at the neat graphics, you'll be hooked for at least the next hour. That's how long it should take you to reach Brighton — in computer time anyway. Remember — "We're getting there"!

There are seven levels of play — ranging from a training run where you learn all about stoking the boiler and the use of the various controls you find on the footplate. The program enables you to take charge of any number of these controls. So you could just look after the stoking and the whistle — or go all out for total control on any of the game options.

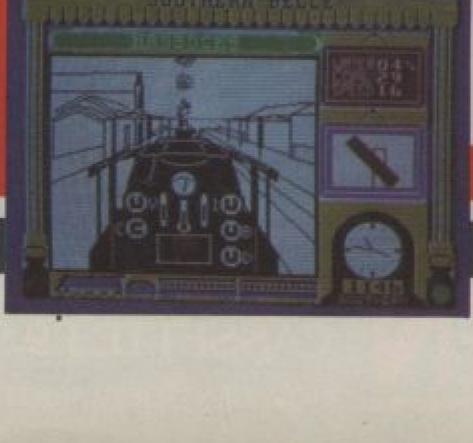
But beware! You'll need to spend some time reading the comprehensive instructions that come with the game to get the most out of it.

The graphics are vector line style and very effective. The footplate of the loco looks good too — with the firedoor opening and closing to reveal a blazing fire.

At the bottom of the screen is a message board which informs you of any important happenings on the track ahead and on the right hand side you see information such as the time, signals and the state of your coal and water supplies. The signal icon toggles between a gradient indicator — so you can tell when to get a bit more speed up.

Overall *Southern Belle* is a brave attempt at producing an original game. If you've always wanted to drive a steam train — and who hasn't — this is a good way to fulfill your dreams.

● Graphics	8
● Sound	6
● Value (for train buffs)	9
● Playability	8



CONTINUED FROM PAGE 24



BLITZ GAME

PROFANATION

●Machine: Spectrum ●Supplier: Gremlin Graphics ●Price: £7.95

The spirit of Indiana Jones is alive and well and living inside the lost Temple of Abu Simbel created for the Spectrum by those innovative Spanish programmers at Dinamic and brought to you lucky people by Gremlin.

Yes, it's another platform arcade, collect-all-the-treasures game — but with extra added style, fun and addictiveness.

You play the part of Johnny Jones, Indiana's third cousin twice removed, I suppose — who is a general all-purpose superstar and explorer. Poor old Johnny has fallen victim to the curse of Pharoah Ramses II who built the Temple of Abu Simbel over 3000 years ago.

Our hero must free himself from the spell — which appears to have turned him into a Gribbly-like character — a round purple body and big feet! To do this, he has to explore the many levels of the mysterious temple and discover the mortuary chamber — where a secret is hidden.

You have to guide Johnny through the labyrinth of chambers packed with traps and puzzles. Beware of the deadly spike filled pits and dead ends — you could end up staying in the temple until you rot!

Profanation is best played with a joystick — but there are keyboard options of course.

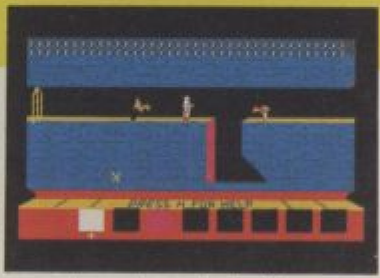
The graphics are interesting and well produced, the hero is a cute little character and the sound effects are good — a nice impression of dripping water is featured on some screens.

The puzzles are quite tricky — but not impossible to solve. This makes the game easy to get into. You'll soon be hooked and want to solve the harder riddles later in the game.

Overall an extremely well presented and entertaining game.

● Graphics	9	● Value	9
● Sound	9	● Playability	9

JOURNEY



●Machine: CBM 64
●Supplier: CRL
●Price: £8.95

Eleven of the world's most famous treasures have been buried in a myriad of underground chambers.

In *Journey* your task is to find those treasures and bring them safely to the surface.

Various objects are scattered throughout the caverns to help you — including guns, oxygen pills, boomerangs, guns, dynamite and detonators. There are also transporters, bridges and mystery boxes.

But danger also lurks in this underground world in the shape of vampire bats, pits of acid, underground rivers, sheer drops and other nameless terrors.

The treasure hunter is controlled by the joystick. He can jump, scramble and run.

One hint to help on the hunt — don't wait until you have several of the treasures before bringing them to the surface. It's better to bring them up one by one. That way if you lose a life only one treasure is lost.

● Graphics	8	● Value	7
● Sound	8	● Playability	8

KENNEDY APPROACH



●Machine: CBM 64
●Supplier: MicroProse Software
●Price: £14.95

Test your nerve with this simulation of one of the most demanding and stressful jobs in the world — air traffic control.

With up to 20 different aircraft taking off, landing or circling it's no easy task to avoid a major air disaster.

All this can be complicated by bad weather, emergencies and instrument failures.

Kennedy Approach allows you to build up your air traffic skills by progressing through different airports — from the relatively easy Atlanta to the more testing Denver, Dallas-Fort Worth, Washington and finally to New York where you have the night-marish job of looking after the John F Kennedy International and La Guardia International airports.

The best thing about the game is the speech.

● Graphics	7
● Sound	9
● Value	7
● Playability	7

METABOLIS

●Machine: Spectrum/Amstrad/CBM64
●Supplier: Gremlin Graphics
●Price: £6.95

You really get the bird in Gremlin's neat new arcade adventure — but don't let that ruffle your feathers because *Metabolis* will soon get you reaching for the budgie's sun-flower seeds!

It's the only way you'll get to eat once you've been hooked by the challenge of this platform/maze/arcade adventure.

You have been transformed into a cute little bird — don't be fooled by the packaging. You look more like Buzby than the amazing man-hawk on the cassette cover!

Anyway you've been changed into a bird by the evil Kremins.

Your job is to search for the serum which will change you back into a man, collect nuclear fuel and then destroy the Kremin complex — without getting wiped out yourself.

You travel from screen to screen — there are 150 of them — collecting useful items like heart pills. The transformation has left you with a weak heart and the pills are the only way you'll survive to complete the game.

There's a wizard who will help you out too. But only once you are back to your man-shape.

The Kremins hound your every move and they come in different shapes and sizes. I particularly liked the *Alien*-style creature — lots of teeth and a big swishing tail!

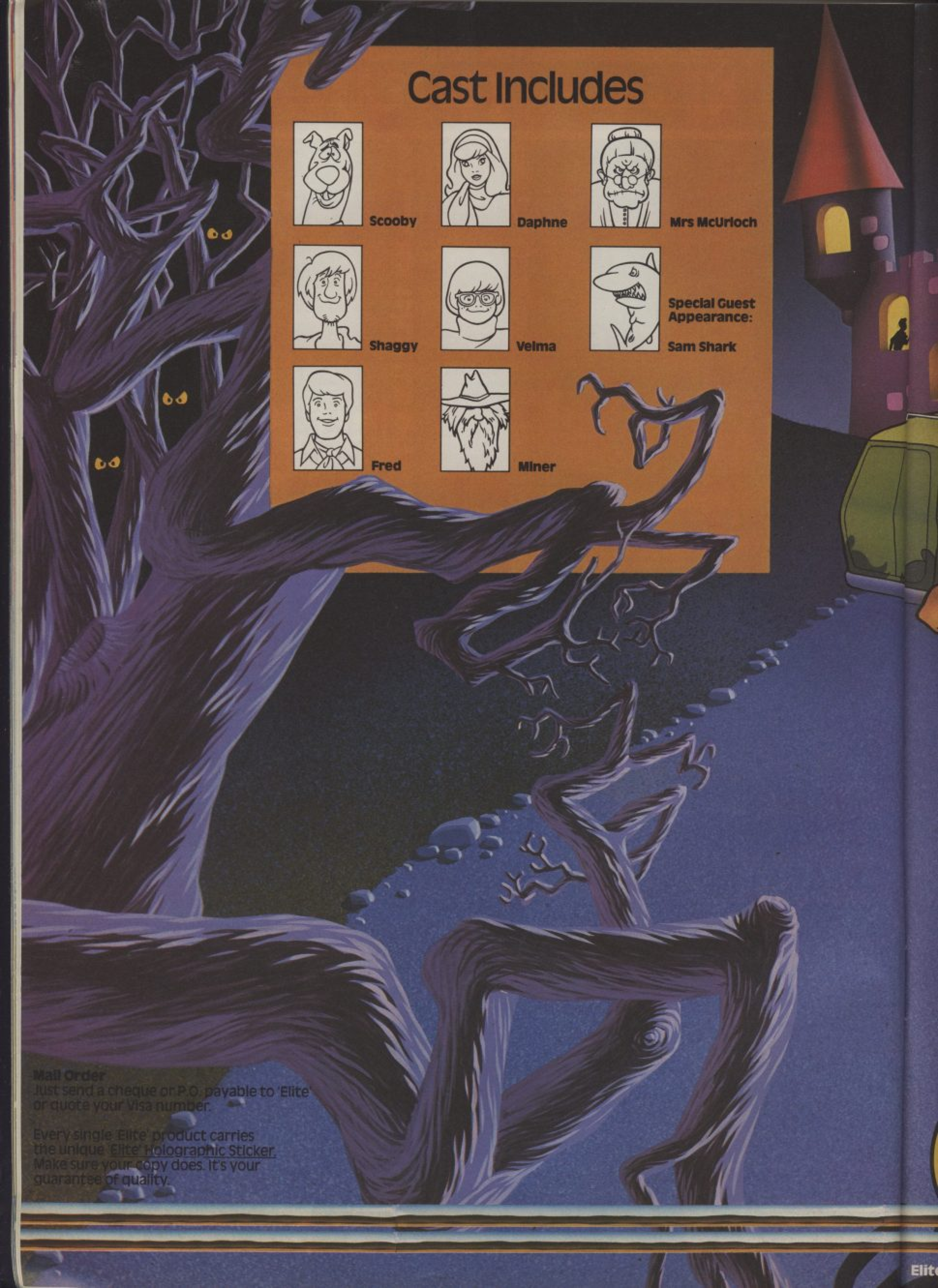
The graphics are good — with a few really nice touches. Like the way your bird gets scrunched up if he gets hit by a ton weight! One minor criticism is the packaging. Not enough instructions to help you get into the game.

Keyboard and joystick options are included — plus you get a hall of fame and a nice screen which flashes up when you "die".

● Graphics	7
● Sound	6
● Value	8
● Playbility	8



● ENDS HERE



Cast Includes
Scooby
Daphne
Mrs McUrloch
Shaggy
Velma
Special Guest Appearance:
Sam Shark
Fred
Miner
Mail Order
Just send a cheque or P.O. payable to 'Elite' or quote your Visa number.
Every single 'Elite' product carries the unique 'Elite' Holographic Sticker. Make sure your copy does. It's your guarantee of quality.


SCOOBY DOO
In the Castle Mystery
"Scooby Doo"
The First Ever Computer Cartoon!
Whether he's being hotly pursued at midnight over an eerie castle rooftop, or scrabbling around in the darkness of a creepy old dungeon the hapless Scooby is always at the centre of the action. In his first computer cartoon Scooby goes hurtling through underground caverns in a run-away coal-truck and finds that even a leisurely paddle with Shaggy in a rickety old rowing boat can turn out to be an unofficial attempt at the waterspeed record when he's pursued by an angry shark!
Scooby Doo the computer cartoon contains over 100 - sometimes creepy, often crazy scenes of startling animated action. We think it's going to start a whole new craze in computer games. What do you say Scooby?
"Scooby Dooby – Doo!"
THE MYSTERY MACHINE
SPECTRUM £6.95
COMMODORE £7.95
AMSTRAD £8.95
elite
Elite Systems, Anchor House, Anchor Road, Aldridge, Walsall, England. Tel: (0922) 59165 "Consumer Hotline"



●THE FIRST COMIC BOOK WRITTEN, D

Shatter is the work of a young Chicago artist called Mike Saenz — pronounced "science" — who got his hands on an Apple Macintosh one day and began creating a whole new sci-fi world.

The comic is named after the main character, Shatter. "Shatter is a bum," says his creator. Really he is a futuristic bounty hunter in the *Blade Runner* style — except he gets caught up in a web of intrigue and evil which he sets out to destroy.

In Mike's future world an organisation called the Executariat is stealing people's minds — Shatter finds out and becomes a reluctant hero.

Shatter is published by First Comics, a company also based in Chicago which prints several other books, including a comic version of Moorcock's *Elric of Melnibone* series and the cult comic *American Flagg*.

How did *Shatter* come about? Mike explains: "I wanted to get into computer graphics and had been introduced to the Commodore 64 and the Koala Pad. A lot of the drudgery was cut out by drawing on the bit pad with a stylus. I talked to a friend of mine, Mark Canter, who is president of a company called Macromind, about bigger computers and he said: "What you need is the Macintosh."

"Another friend of mine picked up an early Mac. So I borrowed it and worked with it for about a month and came up with some sample pages. I got very excited. I saw that I could do just about everything that you need for the production of a comic book page on the machine."

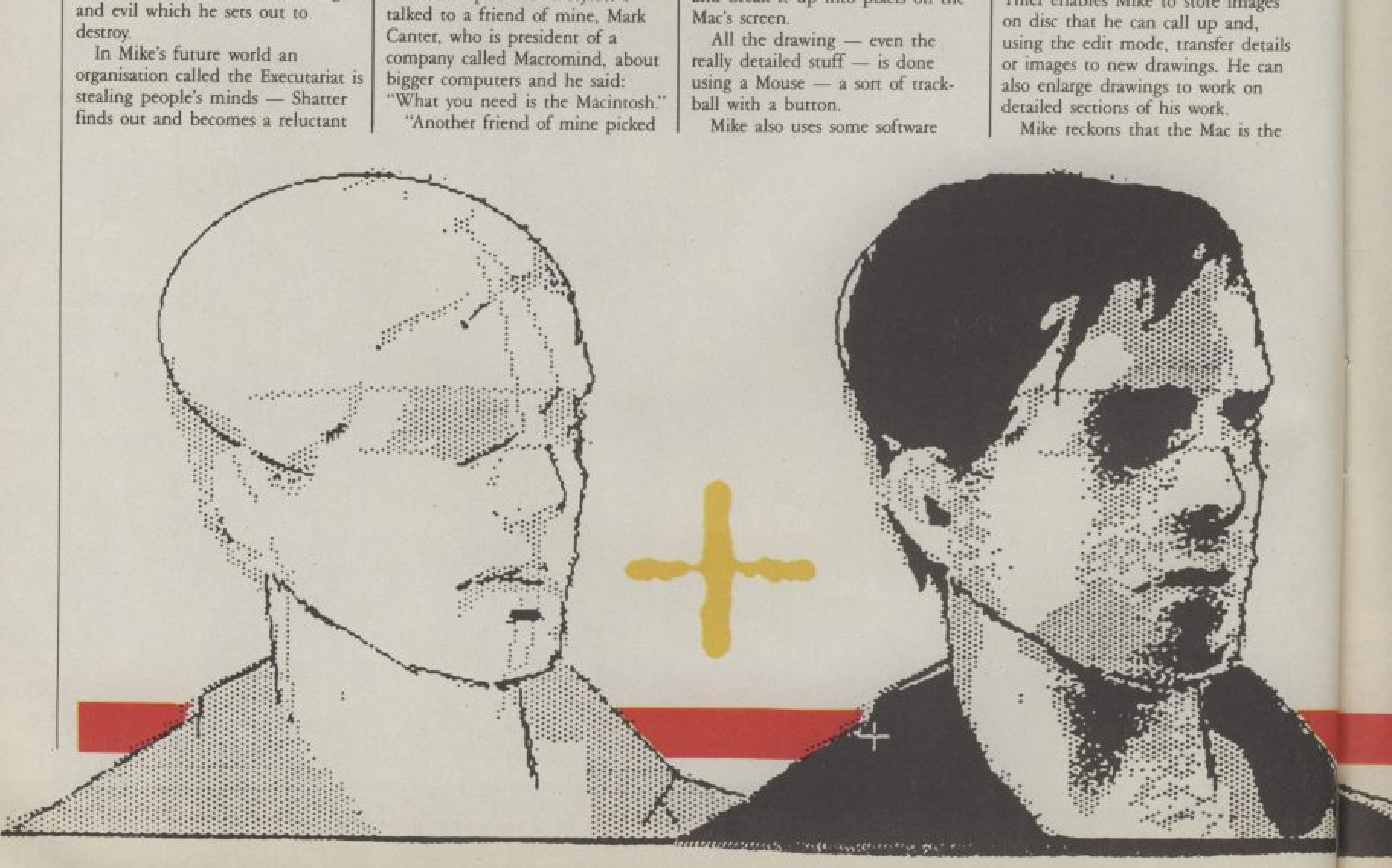
And so *Shatter* was born. And he's still evolving. Mike has just got his hands on MacVision, a video digitising system which can take images from a video tape or camera and break it up into pixels on the Mac's screen.

All the drawing — even the really detailed stuff — is done using a Mouse — a sort of track-ball with a button.

Mike also uses some software adapted for him by his friends at Macromind. Art Thief enables him to pick up images from panels he has already drawn and play around with them. Enlarging or inverting or turning inside out! Then he uses these "new" images in other drawings.

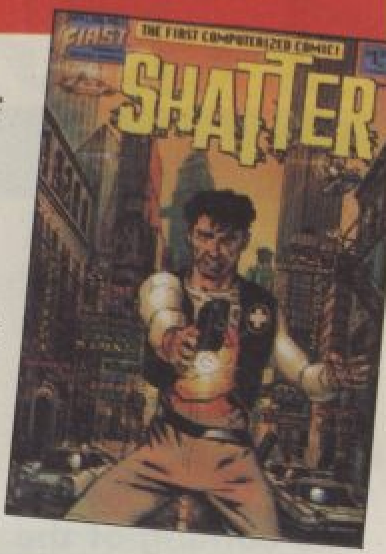
"Say if I was working on page six of the comic and wanted to use the background or a characters face from page one, with Art Thief you can go directly to that document." Thief enables Mike to store images on disc that he can call up and, using the edit mode, transfer details or images to new drawings. He can also enlarge drawings to work on detailed sections of his work.

Mike reckons that the Mac is the



● *You are in Daley City, the heart of Chicagoland, in the 21st century. A sniper bugbomb, thrown by a Veteran of the Vietnam Reconquest, just misses you. Worse, the latest Interbank entry on your pocket computer tells you that you have only $20,000 in your account — not enough to buy the $75,000 canister of rare, pure* Coca Cola *syrup you crave.*

Nothing else to do but bid on the police contract and find the beautiful mass-murderer — but she's mixed up in the deadly traffic of RNA transfer. One injection of that stuff and anyone can steal your skills and talents for himself. And naturally, someone is out to stop you . . .



LAUREL ANDERSON TRYFOROS *tracked down the futuristic bounty hunter and sent* C+VG *a special dispatch.*

..., DRAWN AND INSPIRED BY COMPUTER

only computer he could use to produce *Shatter*. "Other computers wouldn't be so cost effective. There are systems you could use — but they cost $400,000. But personal computers are getting more "user-chummy", more inexpensive and more graphics orientated, so I have high hopes for the future of personal computers and their relation to commercial art."

Mike Gould is managing editor of First Comics and the man who gave Mr Saenz, *Shatter* and the 128K Mac their first big break.

Mike Gould says: "*Shatter* wasn't really influenced by anything more than the Mac. You'd have to spend another $3-4,000 jury-rigging a PC to do two thirds of what the Mac does. But then the PC is not built for that kind of thing, and you can't really get involved on a pixel-by-pixel basis the way you can on a Mac. And that makes all the difference in the world." The difference is the ease of use and graphic orientation of the Mac's Motorola 68000 microprocessor."

How did Apple respond to a comic being created on their wonder machine? "They were astonished, and some of them were thrilled," Gould says. But some of the Apple executives were not so pleased at first.

"There are some people at Apple who were a little embarrassed by *Shatter* because it was a comic book. But we got such a tremendous amount of publicity in all kinds of areas that it was very clear that we were bringing Macintosh a lot of attention."

Apple recently gave First a LaserWriter, with which they will print *Shatter* and do all of their typesetting. The art which illustrates this article is the first that was run off the new LaserWriter.

Will the computer replace artists like Mike Saenz? Said Gould: "The Mac helps you draw. But it won't draw for you. It is NOT an artist. It's like a word processor. It won't write for you, but it can make it easier for you to manage your thoughts and organise your language."

The look of *Shatter* is high-tech, which is the Mac's strength. But since Mike Saenz continues to experiment, you can look for new things in *Shatter* in every installment. "Some of the stuff that's coming up in *Shatter* has a really architectural look to it," Gould says. "The back-up stories in *Jon Sable, Freelance* are very experimental, and that's important, because there's so much to work out in *Shatter*." Dimensionality has improved, and surfaces are becoming nicely rounded, for example.

Saenz can even do "cheesecake" now, as you'll see when Shatter encounters a Playboy bunny in an upcoming issue!

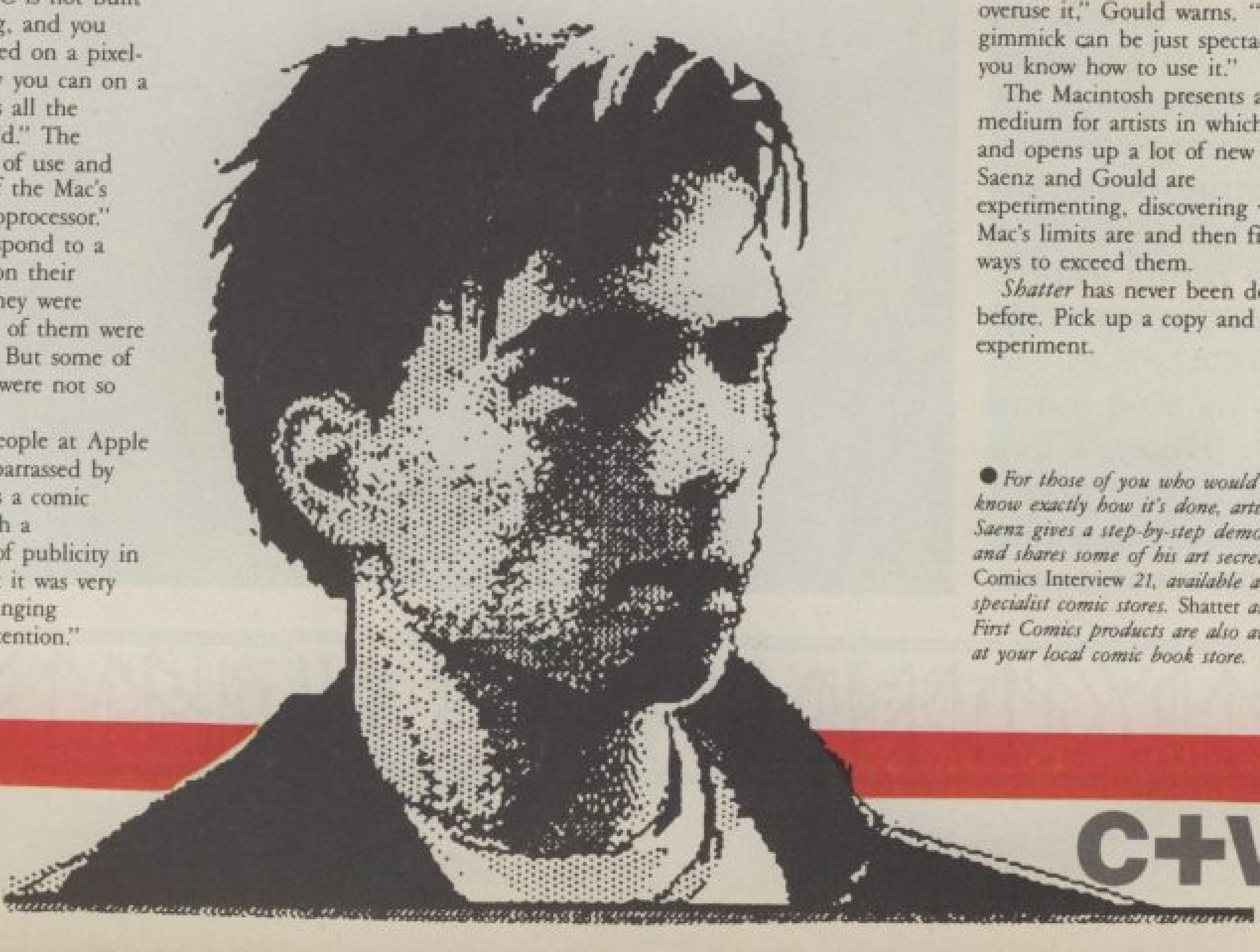
"We can go a lot further," Mile Gould says. "This is only six months after we finished the first issue, and the difference is like night and day. What you saw in the first *Shatter* was embryonic. It was the first time anyone had done any of this stuff. And if it looks impressive now, you ain't seen nothing yet. And if it doesn't look impressive enough for you — wait. This is the beginning. We want to keep *Shatter* on the cutting edge."

Gould does not believe that all comics will be, or should be, drawn on computer. "The Mac is going to give you a very high-tech look and will continue to do so until they can come up with a program that will allow you to work twice as large as you do now, for more detailed work. Even then it will be inappropriate for certain things.

"It is another medium, and as such it's a gimmick, and you can overuse it," Gould warns. "But any gimmick can be just spectacular if you know how to use it."

The Macintosh presents another medium for artists in which to work and opens up a lot of new options. Saenz and Gould are experimenting, discovering what the Mac's limits are and then finding ways to exceed them.

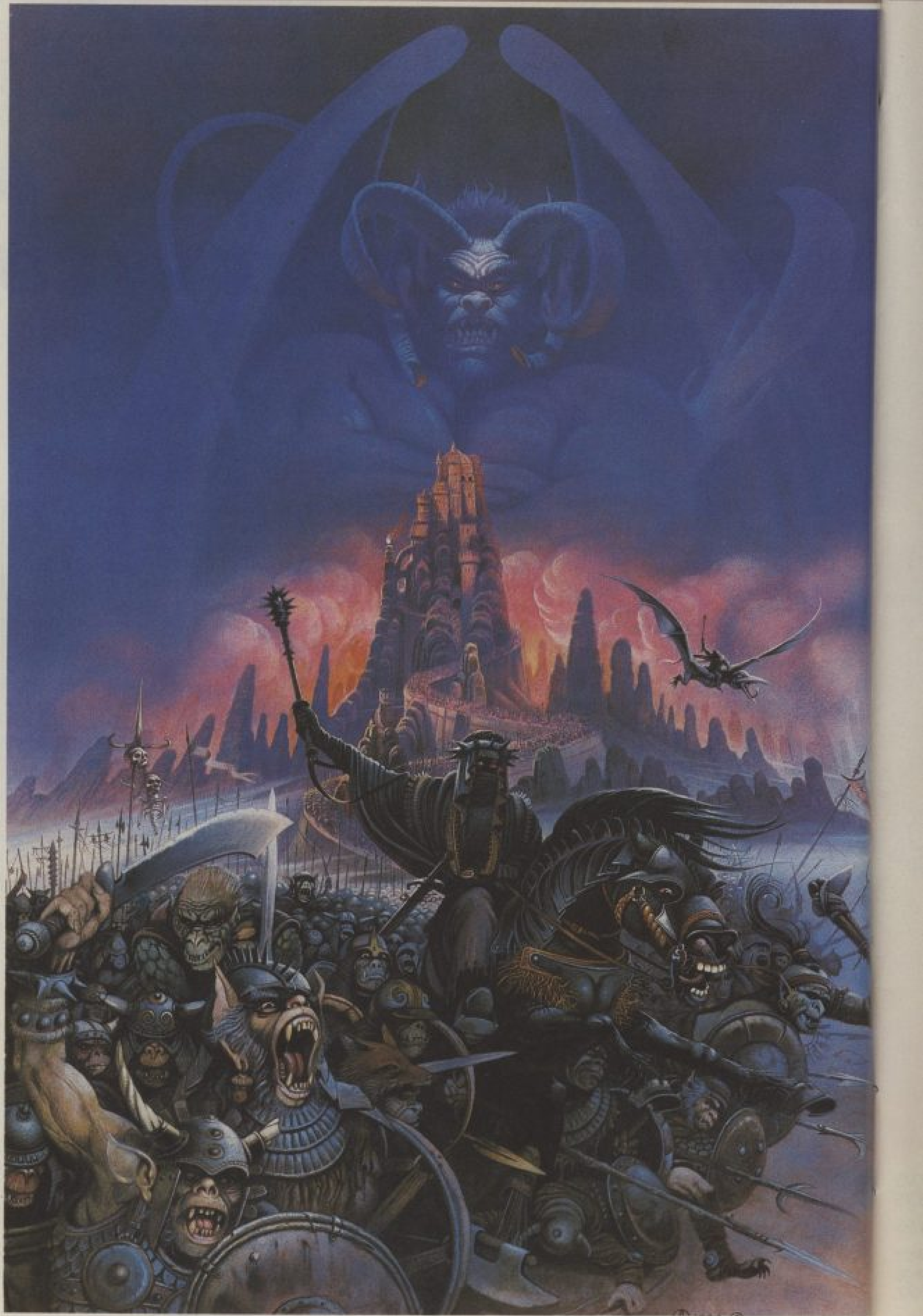
Shatter has never been done before. Pick up a copy and join the experiment.



● *For those of you who would like to know exactly how it's done, artist Mike Saenz gives a step-by-step demonstration and shares some of his art secrets in* Comics Interview *21, available at specialist comic stores.* Shatter *and other First Comics products are also available at your local comic book store.*

THE LORD OF

An exclusive preview of the new adventure b



The world awaits the coming of the Dark Lord with dread in their hearts. Will there be an adventurer brave enough to confront the forces of evil and bring the Dark Lord to his knees? Will there be an adventurer tough enough to spend night after night battling with the mystic keyboard in an attempt to overthrow the latest threat to the well being of the world? The Dark Lord is Philip Mitchell. His latest attack on your sanity comes in the shape of his new long awaited adventure based on Tolkien's *Lord of the Rings* trilogy. *C&VG*'s editor TIM METCALFE talked to Melbourne House's ace programmer about his latest and greatest game.

F THE RINGS

entur[e] based on Tolkien's Middle Earth trilogy



You probably couldn't get a greater contrast between Tolkien's rolling green countryside dotted with forests, mysterious lakes and dark towers and the sun-soaked land of Australia.

But that's where Tolkien's imaginary and magical world of the *Lord of the Rings* is being translated into computer language by the man who put graphics into the adventurer's vocabulary — Philip Mitchell.

Philip's first major adventure success was *The Hobbit*, the game which took the world by storm and turned more gamesters onto adventure games.

Looking back on the success of *The Hobbit* — which continues to sell in its many and varied forms — Philip says: "I had no idea when we released *The Hobbit* that it would go on this long. It really has turned into a little monster!"

The long awaited sequel, *Lord of the Rings*, is nearing completion. Philip has been working on the program for the last six months — but people have been developing the game for at least nine months.

Just like a movie, an adventure game needs a screenplay or storyline which provides a basis for the game. Michael O'Rourke is the man who is translating Tolkien's words into a plot. Philip then works with two other Melbourne House programmers on the code using his specially developed code program.

The first *Lord of the Rings* game is based on the first part of the trilogy, *Fellowship of the Ring*, in which Frodo discovers the secret of the mysterious ring which old Bilbo has carried around for years and sets out on his dangerous quest to destroy the Ring and defeat the Dark Lord's evil plans.

The first adventure is split into two parts — and will be released this month (September). Solve the first part and you'll be able to load part two.

The second and third parts of the Ring trilogy will be released at 12 month intervals, says Philip. Each will come with a copy of the relevant Tolkien novel.

"Part of the problem with the first part of *Lord of the Rings* is that not a lot happens!" Philip told me. "So what we've done is take the basic goal — to reach Rivendell — and use the characters and basic situations featured in the book to create problems within the adventure. In the book the Black Riders play a minor part — in the game they get a bigger part!"

There will be lots of pretty graphics too — but maybe in a narrower "window" than *The Hobbit*. "At some stage there will have to be a trade-off between the complexity of the text and the graphics," says Philip.

"The limitations we're working within — the limited capacity of the machines — doesn't allow us to do justice to both at present." But Philip is still determined to improve on *The Hobbit* — and on his controversial *Sherlock* adventure.

"Sherlock was an attempt to improve the vocabulary of *The Hobbit*. But we found ourselves going down a bit of a blind alley. So, for *Lord of the Rings* we went back to *The Hobbit* and began again. We've effectively improved on the vocabulary and communication between characters in *The Hobbit*. It's completely different from *Sherlock*."

"In *Lord of the Rings* it will be possible to ask questions and answer questions and talk to the other characters in a fairly sophisticated way. We've attempted to make the program deal with as many different kinds of conversation as possible."

"People have waited a long



PROGRAMMER PROFILE



Name: Philip Mitchell
Born: Melbourne, Australia, 1961
Games: *Penetrator, The Hobbit, Mugsy, Sherlock, Lord of the Rings.*

Four games — four smash hits. That's the astonishing track record of *Lord of the Rings* programmer **Philip Mitchell**.

Can he make it five out of five with *Lord of the Rings?* Only time will tell — but Philip's reputation must mean that there's every chance that LoR will be a top ten smash.

Philip began his programming career with Melbourne House after taking a computer science degree at university. He's stayed with the company ever since — creating one of the best Scramble-clones ever seen on the Spectrum in *Penetrator*, breaking new ground with *The Hobbit* and *Mugsy* and getting involved with a bit of controversy with *Sherlock* — an adventure you either loved or loathed.

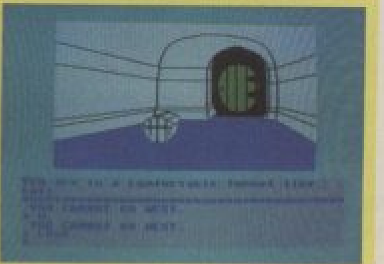
Now everyone is waiting for the launch of his latest — and perhaps greatest — game based on the Tolkien trilogy.

But he's not a total Tolkien addict — "I liked the book. But I'm not a total fanatic," he says.

Favourite food: Anything Italian, apricots and oysters.
Favourite drink: Coffee.
Favourite computer game: Classic Adventure on mainframes, Manic Miner.
Favourite pop groups: Fleetwood Mac, Eagles.
Favourite pastimes: Bush-walking, sitting on the beach.
Ambitions: To retire rich and be young enough to enjoy the money!
Favourite books: Sci-fi books and authors like Asimov.
The thing about computing that makes me want to throw up: "Nobody makes the computer that I really want. It should have at least one mega-byte, a 68000 chip and very high-resolution graphics."



▲ *Mugsy*



▲ *Hobbit*


ZOIDS
THE BATTLE BEGINS
Zoidstar is gripped by war.
Blue Zoid fights Red Zoid in a merciless battle for supremacy.
Mighty Zoidzilla, Blue Zoid combat leader, lies dormant in the hold of your craft, ready for you to climb into its command capsule to merge minds with the powerful machine and take control of this bitter confrontation. Somewhere in the desolate landscape, the Red Zoids lie in wait!
Landing preparations are complete. The descent begins.
The task which follows will take you to the very limits of your capabilities and imagination.
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TOMY

● CONTINUED FROM PAGE 35

time for the sequel to *The Hobbit* and I'm sure they won't be disappointed. I feel that *Lord of the Rings* is going to be a really good game," Philip adds.

At the end of the first book, *The Fellowship of the Ring*, Frodo and his trusty friend Sam Gamgee set off into the Land of Shadow. Part two, *The Two Towers*, tells of the deeds of the different members of the Fellowship and of the coming of the Great Darkness. Part three, *The Return of the Ring* relates the story of the last defence against Saruman and the end of Frodo's quest to destroy the ruling Ring.

It's certainly a massive task to translate Tolkien's books and turn them into an adventure — while retaining their magical quality. But we're sure that Philip Mitchell is the man for the job.

If he thinks *The Hobbit* is a monster — just wait until the Dark Lord of Melbourne House unleashes *lord of the Rings* on an expectant world.



● ABOUT THE ILLUSTRATOR

Chris Achilleos is the artist who created our stunning front cover illustration and the other pictures you'll find on this page.

Chris began his artistic life at Hornsey Art College where — strangely enough — he was following a technical illustration course. Even then he was interested in fantasy art — and was soon breaking all the rules and indulging in his favourite style of work, which needless to say wasn't technical illustration!

His work can be seen on several Games Workshop role-playing game packages and on the *Star Trek* and *Dr Who* paperbacks.

Among his other claims to fame is his design work on the cult animated movie *Heavy Metal* — which if you haven't seen you should look out for.

Chris has a burning ambition. To create an illustrated book based on the Siege of Troy.

His advice to budding artists is to decide what field you want to get into very early — and keep drawing at home!

COMPETITION

DRAW A HOBBIT

● Now, win a very special edition of the Lord of the Rings trilogy — plus a copy of the Melbourne House game — hot off the press!



What does a Hobbit look like? Do you know? Here at *C&VG* opinions are divided — so to stop all the arguments we decided to ask YOU. And to make your answer a bit more interesting we've come up with some great prizes for the best Hobbit pics!

What do you get for all your artistic endeavour? A mega-prize that's what! We've got three very special editions of Tolkien's *Lord of the Rings* trilogy to give away absolutely free to the lucky people we think have drawn us the best looking Hobbit. The book is embossed with gold (OOOOOOHH!) and printed on special paper (AAAAAHHHHH!) and comes in a special box (WHOOOOOOOO!). And the three winners get even more goodies thanks to those lovable people from Melbourne House — each one will receive a copy of the first *Lord of the Rings* adventure hot off the press! We'll throw in three of our brand new *C&VG* t-shirts too.

Well, if you're one of our 20 runners-up you could ask for a free copy of the game.

If you don't fancy drawing a Hobbit why not pick your favourite part or character from the Rings and draw him — or even just draw us a scene from the books. It's really quite simple!

Normal *C&VG* competition rules apply, the editor's decision is final. Please get all entries to us by October 16th for judging.

Don't delay — enter today. You never know, it could be the start of a really bad Hobbit . . . or some really bad jokes.

Please fix this coupon to your entry!
C&VG/MELBOURNE HOUSE
LORD OF THE RINGS COMPETITION

Name

Address

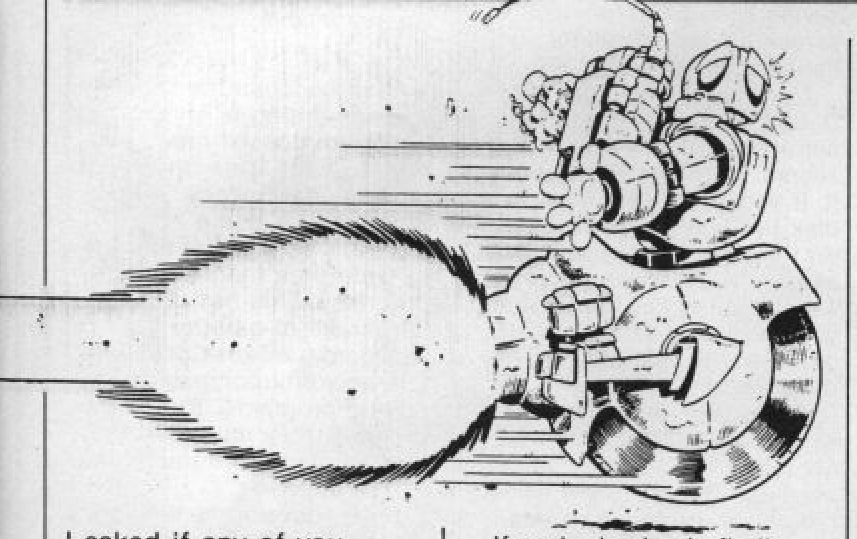
Computer I own (tick box)
Spectrum ☐ Amstrad ☐ C64 ☐ BBC ☐



DEAR BUG HUNTERS

BYE BYE BH!

And so we bid fond farewell to the original Bug Hunter. But never fear, help is still here! Instead of just one BH, we've got several — in the shape of OTISS, Big Red, X and B-Con — who you may already have met in the centre pages of this magazine. The Bug Hunters will be looking after you from now on — and how! If you need help from the Bug Hunters, write to them at IDEAS CENTRAL, *Computer + Video Games*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



I asked if any of you whizz kids had been adding your own improvements to our listings? Well, sitting on my desk the day after I wrote that (long before any of you lot had a chance to read it) was a letter from **Mr M. Criddle**, with the following improvements for ROCKFALL (Book of Games, July 1985).

Mr. Criddle thought the program was excellent, but found that the scores obliterated the top two lines of the display. This was okay for the first screen, but made the second screen rather difficult, because one of the diamonds was hidden under the top two score lines! We've since had exactly the same complaint from Martin Cowley in Luton, so it must be true. The remedy is to make the following changes:

```
470 ...: FOR n=2 TO 21: ...
490 LET x=INT (RND*10)
*2+2: ...
550 LET x=INT (RND*10)
*2+2: ...
3020 IF nmh<2 OR ...
3510 IF nmh<2 OR ...
4010 IF nh<2 OR ...
```

If anybody else is finding the same problem, you now have a cure. Having said this, I must admit that I didn't have any difficulty when I was playing *Rockfall*. Therefore I can only assume that an error crept into the listing between our tape copy and the printer. It surely couldn't be that I didn't reach screen two, could it? Is this Bug Hunter really losing his touch?

Now to the August issue, and the game *Parachute* for the Commodore 64. Some of you may have already tried out this program and had no problems whatsoever. If this is the case, then you're just lucky enough to have a Commodore which it will work on.

Dave Mansfield from St. Ives had no end of trouble. Having spent all that time typing in the listing, he found himself desperately trying to guide his parachute through an invisible maze of caverns — not too easy! The probable reason for this seems to be that some versions of the Commodore 64 do not automatically set the ink colour when you POKE a character to the screen. You'll be all right PRINTing characters, but try POKEing an ASCII character to a screen location and see (or not) whether it is visible. The only way around this is to manually POKE the colour byte.

Hot off the press, Dave has sent us the following corrections for anybody else with the same problem:

```
115 IFX=2THENX=0:
READA,B,C:D=54272
120 FORI=1984TO1984+34:
POKEI,160:POKEI+D,2:NEXTI
125 FORI=1984+ATO1984+A
+5:POKEI,32:POKEI+D,2:
NEXTI
130 FORI=1984+BTO1984+B
+5:POKEI,32:POKEI+D,2:
NEXTI
135 FORI=1984+CTO1984+C
+5:POKEI,32:POKEI+D,2:
NEXTI
```

This code places a base to the colour byte area into the variable 'D'. The following four loops (previously just using lines 120 and 130) set up the screen as before, but additionally POKE a colour to the appropriate byte in the colour display area.

Last month's issue, when I was going over the problems which had cropped up in the July Book of Games, I mentioned that we'd had a few enquiries concerning the two Atari programs, SHOWJUMPING and POWERBOAT. However, it seemed impossible to tell whether there were really any errors in the listings. The good news is that I've been told both programs work — almost!

The only real problem we were able to find was on the program POWERBOAT. In this, when you hit an obstacle, there is a jump to near the end of the program, where the print statements in lines 5140, 5150 and 5180 are executed. If the obstacle was near the base of the screen, Mr. Downs found that the printing continued over the bottom of the screen, giving a "cursor out of range" error message.

Now I must admit that I didn't have this problem when I was playing the game, but being a Bug Hunter, I very rarely crashed! However, if you have the same problem, then it is easily fixed by adding a POSITION statement at line 5135. Something like:

```
5135 POSITION 4,8
```

should be about right.

So, both programs should now be okay, shouldn't they? Not quite. Only a couple of days later, Paul Rixon was kind enough to send me the following alterations:

```
800 TIME=0
605 SOUND 0,121,6,4:SOUND
2,10,4,6
5140 SOUND 0,0,0,0:SOUND
2,0,0,0
5150 POSITION 0,0:?# 6;
"Score=";SC;"points
150 GRAPHICS 17:POKE 756,
40:POKE 712,146
5180 (delete this line)
```

As you can see, Paul has corrected the scoring, mentioned earlier, set the TIME to zero (he found the game rather boring if you didn't do this), and also improved the sound on the game.

I'd like to thank Paul for

DEAR BUG HUNTERS

the corrections, and the other readers who let me know when they managed to get the listings working.

Whilst on the subject, let me remind the rest of you that we like to hear when you manage to get a listing to work, as well as when things go wrong.

● Now onto a few of your letters . . .

Dear BH,
I am on the verge of a worldwide breakthrough in computing. On Sunday last, while reading my Atari BASIC reference manual I came across a new device, named device S: which is the TV screen.

Out of curiosity, I tried saving my BASIC program that I was writing at the time to device S:. To my surprise, it came out on the screen in machine code! I knew that it was machine code as I had been using my machine code copier earlier. Just like my copier, the words like PRINT, GET and OPEN all come out in graphics symbols.

You've probably realised that I have almost found out how to make BASIC programs come out in machine code without buying the £40 assembler cartridge. All I need to do now is to get the machine code from the screen into memory. Can you help please?
Mark Corcoran
Dundee
Scotland

● I'm afraid that I have some bad news for you. Those strange characters you saw were your BASIC program, all right, but it was still in BASIC. What you saw on the screen is what normally gets recorded on the cassette. The reason words like GET and PRINT came out as graphics characters is a matter of economy.

What the Atari does, and most other computers for that matter, is to use a system known as tokens. When you type in a program and use the word PRINT, for example, the Atari stores it as just one character. This character has a high ASCII code, usually in the range 150-200 or so. This means that five characters of your program can be saved in just 1 character in memory and on tape. When you LIST the program, the tokens are expanded into the correct words.

When you saved the program to the screen, you saw the characters represented by the tokens, just as if you had used the CHR$ function to print them out — and that was what all those strange graphics characters were. So, I'm afraid that you'll still have to buy that cartridge if you want machine code games.

Incidentally, an assembler is a program that helps you to write your own games in machine code. A compiler takes programs already written in BASIC and converts them to machine code.

COMPETITION TIME

● After our recent moans about Commodore's C2N cassette deck, more letters have been flooding in on the subject. Mr Rolfe from Morecambe in Lancs uses one with his Vic, but it only loads some of his games which he finds annoying. Mrs V Crisp bought one for her son's machine, and has so far got through two of them. Neither would load or save programs properly and the latest word is that it's currently in the post on its way back to Commodore again.

Christopher Jones is 15 and lives in Ravenshead. His C2N was faulty and he took it back to the shop where he bought it. The manager said that there was nothing that he could do, and suggested that Chris buy another one. I can't say for sure that the manager was in the wrong, as I don't have the full story. But, if what you say is the way it happened, then you are certainly entitled to a new C2N or a free repair. Despite what you may be told by a shop manager (he says, putting on his Esther Rantzen hat), it is the retailer's responsibility if a piece of hardware goes wrong. If he tells you that you have to send it back to the manufacturer then tell him he's mistaken.

And so to the competition. David Bremerkamp from Plumstead in London is currently on his third C2N. He has bought the Azimuth Alignment Kit from Interceptor, which solved a few of the problems, but some games still don't load. If you've been through more than three Commodore cassette recorders since you bought your 64 or Vic then drop me a line. And, if you want to nominate another piece of kit for Big Red's Most Unreliable Peripheral of the Month Award then let me know.

Incidentally, I'm keeping a file of all C2N letters so, if Commodore would like to verify them, you only have to let me know.

ATARI AGAIN

● After the earlier letter on saving Atari programs to the screen, here's one about listing them to disk!

Mark Iremonger from Dublin does this all the time, and it's not as silly as it seems when you think about it. If you list the program to a disk file, you have a text file on the disk that looks exactly like a screen listing. The advantage of this is that you can then use a word processor to edit the program.

If you have both Atari standard BASIC and the Atari Microsoft BASIC, you can even use the Microsoft renumber command on Atari BASIC programs. List the program to disk, then load Microsoft BASIC and load in the Atari BASIC from the disk file. Renumber it and save it again by listing it to disk. Finally, load the program back into Atari BASIC and save it as normal.

Mark's at Elm Grove House, Milltown, Dublin 6, by the way, and would like to hear from any other Atari owners with disk drives. If you fit the bill, why not drop him a line.

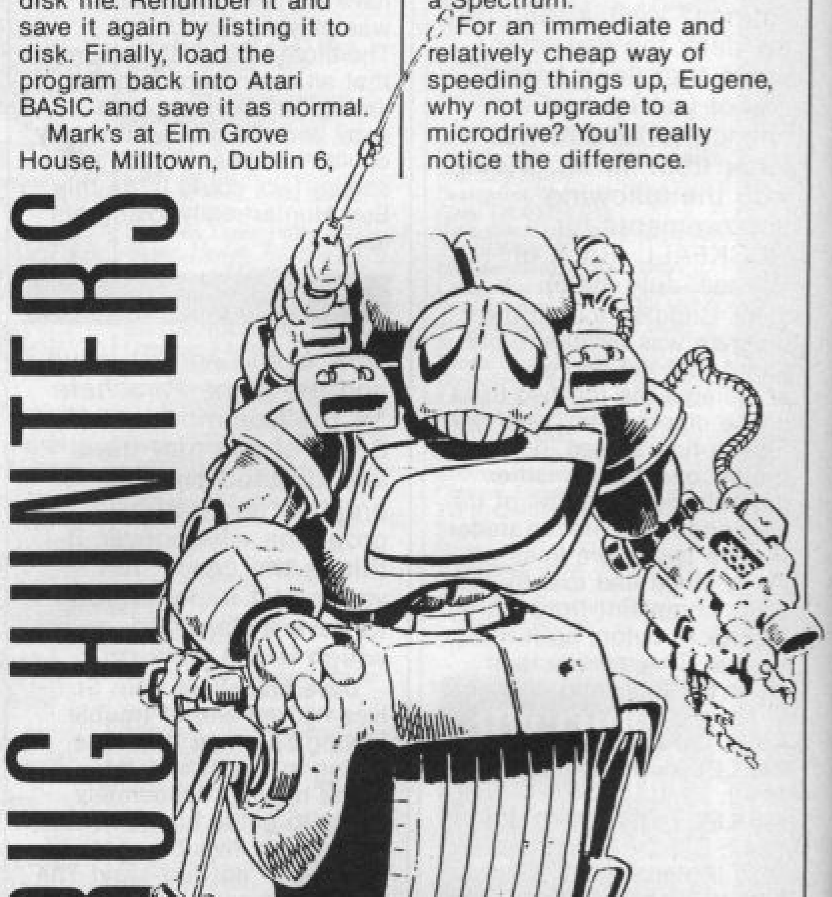
ZX PROGRAMMER

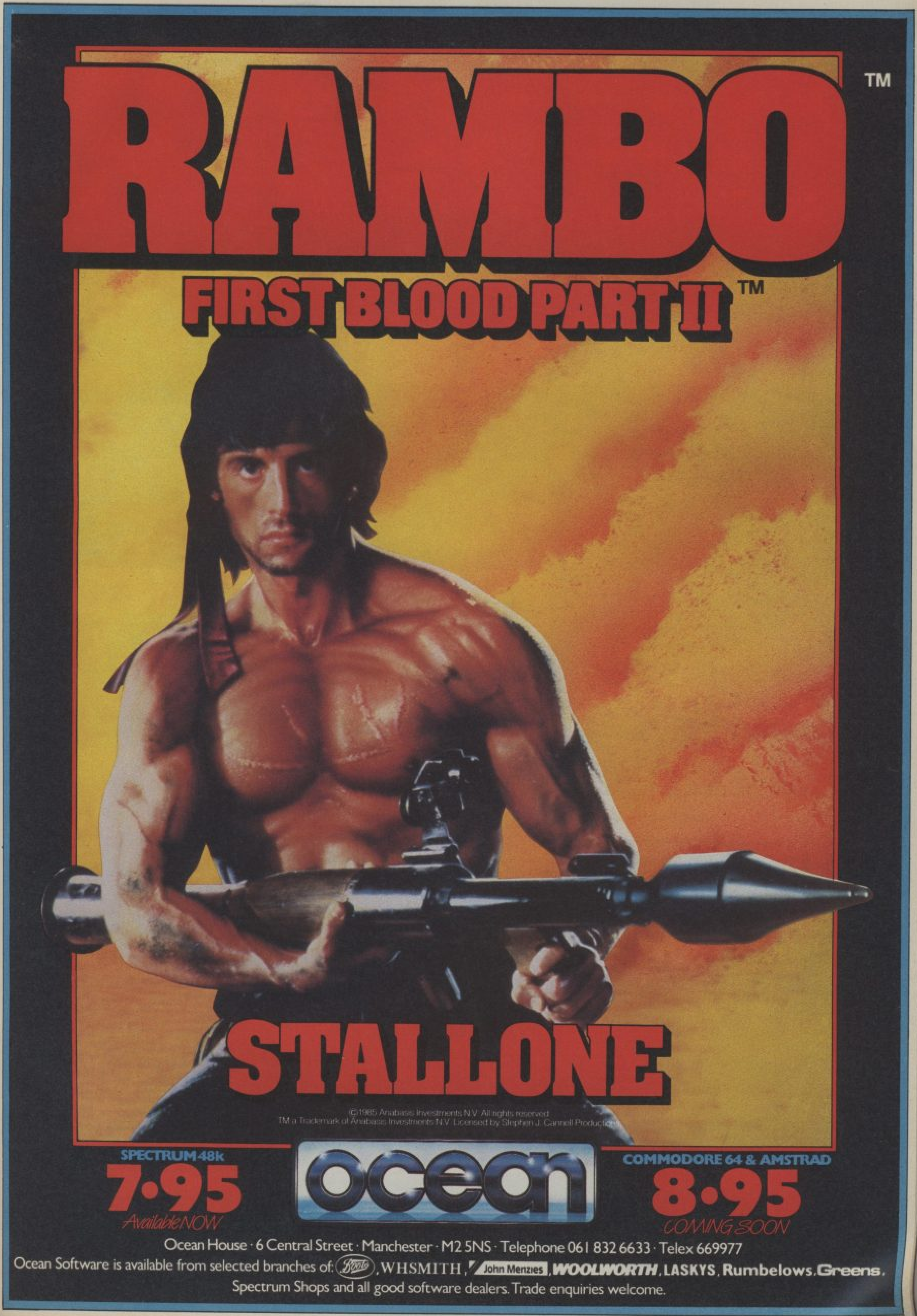
Dear BH,
I'm a video games programmer for the Spectrum, and am currently trying to market one of my programs. The problem is that I do all my work on a Spectrum with a cassette recorder and a ZX Printer. I seem to spend most of my time just loading and saving. How do professional programmers cut down this time? What sort of equipment do they use?
Eugene Smith
Canvey Island

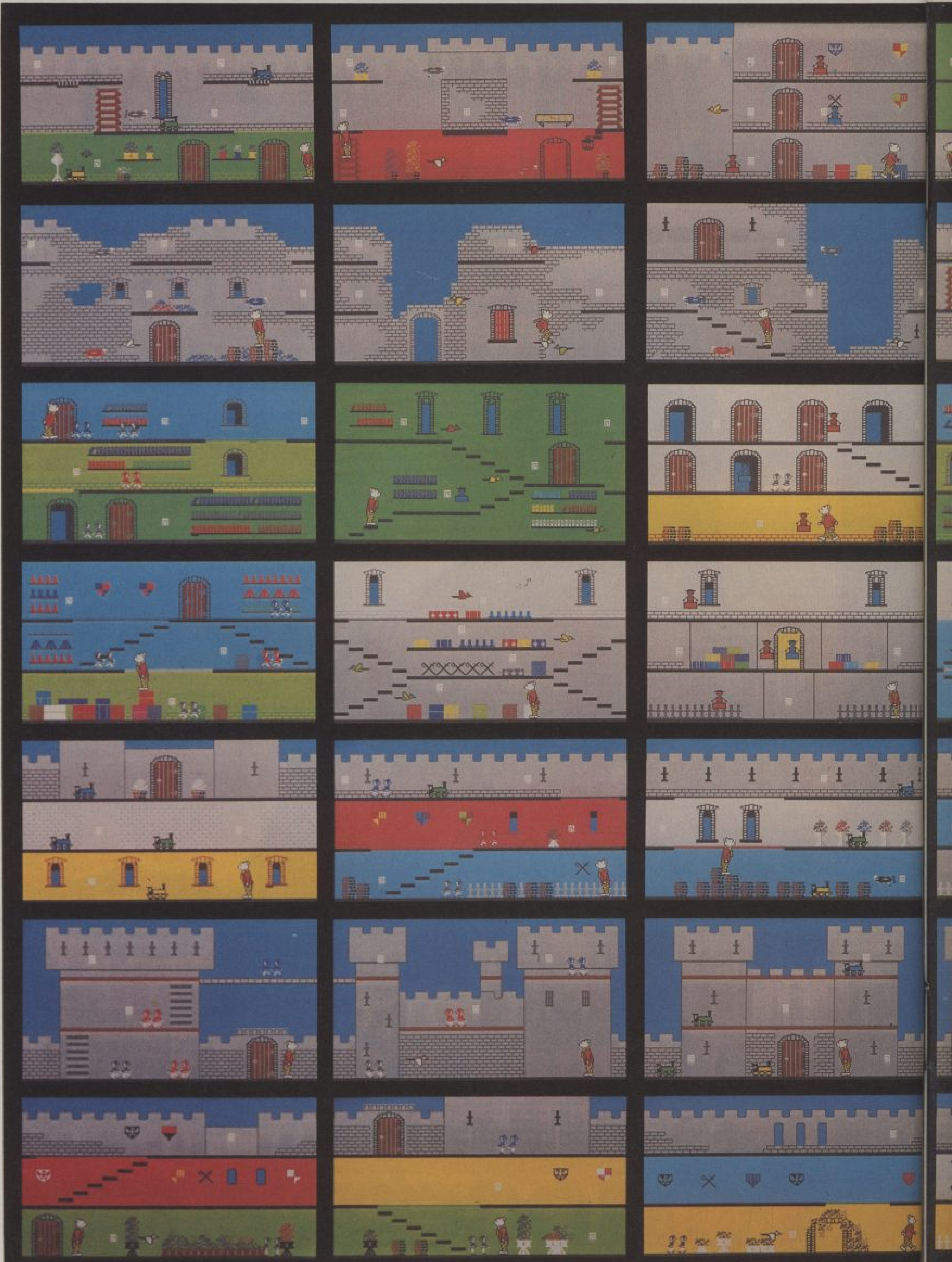
● Just because the program you are writing is for the Spectrum doesn't mean you have to write it on one. Most professional Speccy programmers use a professional word processor to write their machine code programs. This has the advantage of a better keyboard, fast disk drives and powerful commands for editing programs. To test the program, they download it into a Spectrum through an RS232 interface.

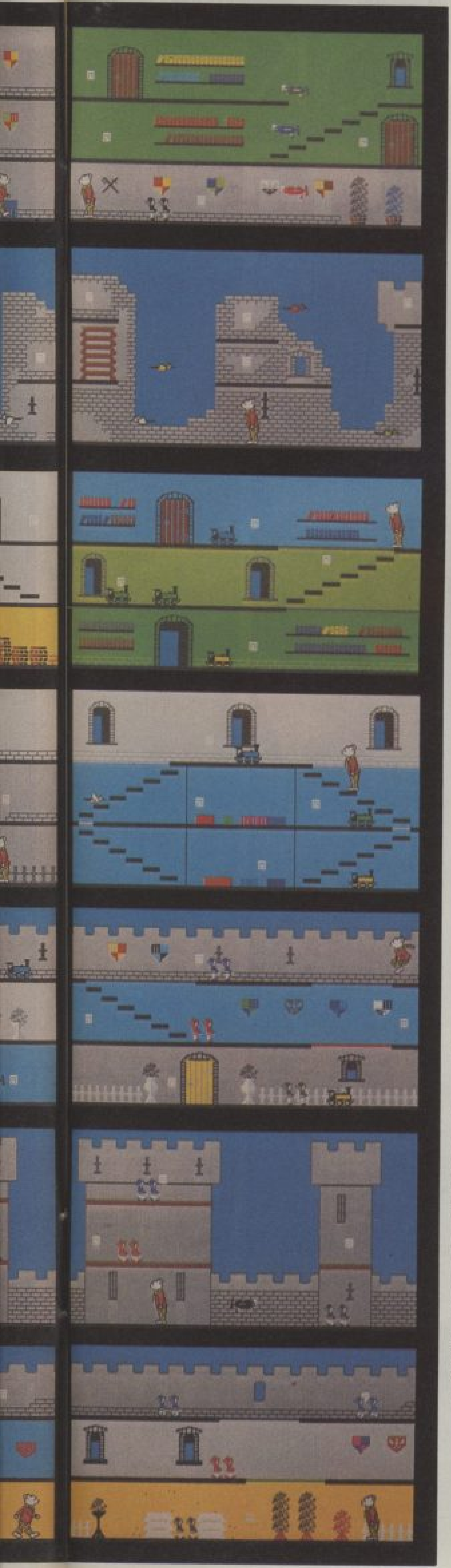
Some development machines will simulate a Spectrum so that you can write and test a program without even laying hands on a Spectrum.

For an immediate and relatively cheap way of speeding things up, Eugene, why not upgrade to a microdrive? You'll really notice the difference.




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C+VG MAP

RUPERT AND THE TOYMAKER'S PARTY

Programmer Martin Walker is nuts about Rupert the Bear. So nutty that he's even named his home in Lincolnshire Nutwood Cottage! He's just completed a new game based on his cartoon hero called *Rupert and the Toymaker's Party*. On the page opposite we present an exclusive screen by screen map created by Dimension Graphics of the new Quicksilva game. And who better than to give you some hot hints and tips on playing the game than the author himself, Martin Walker. He's written some special rhyming clues to help *C&VG* readers get the most out of the first Rupert game!

Rupert finds the castle stairs
very steep for little bears.
But he soon chances on a way
to help himself this party day.

First he jumps up in the air
and tries to land on the third stair.
From here he's safe from passing toys
and waits to carry on just poised.

Then staying on this self same stair
he bounces up and down right there
— times his jump from down below
then pushes left or right to go.

In the castle may be found
many objects on the ground.
If they're sturdy and quite strong
they can be used to jump up on.

Some are useful in a scrape
to clamber up and then escape.
Others you may find annoy,
if you slip and touch a toy.

Barrels, plantpots and the rest
can be useful in your quest.
But always look before you leap
— or you'll end up in a heap!

Upon his travels Rupert finds
obstacles of many kinds.
Sometimes he must work alone
(when the friendly birds have flown).

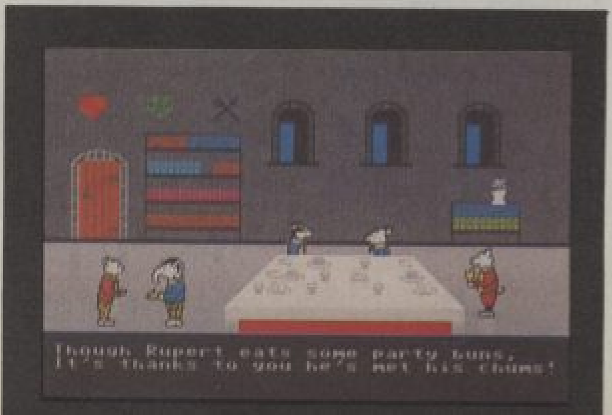
If he cannot hitch a ride
some running jumps must then be tried.
Walk towards the yawning gap
then at the edge the button tap.

Too soon — he'll never make the ledge.
Too late — he'll just drop off the edge.
And do watch out for what's below
since if you slip that's where you'll go.

Finally — just two short hints
you may find help your joystick stints.
Always look for special places,
Safe to stop and watch toy's paces.

Careful study lets you see
their turning times and strategy.
Remember also I designed
each screen with special skills in mind.

But every time I play the game
I find a route that's not the same.
Puzzles yes — but don't despair,
after all you're Rupert Bear!



I, OF THE MASK



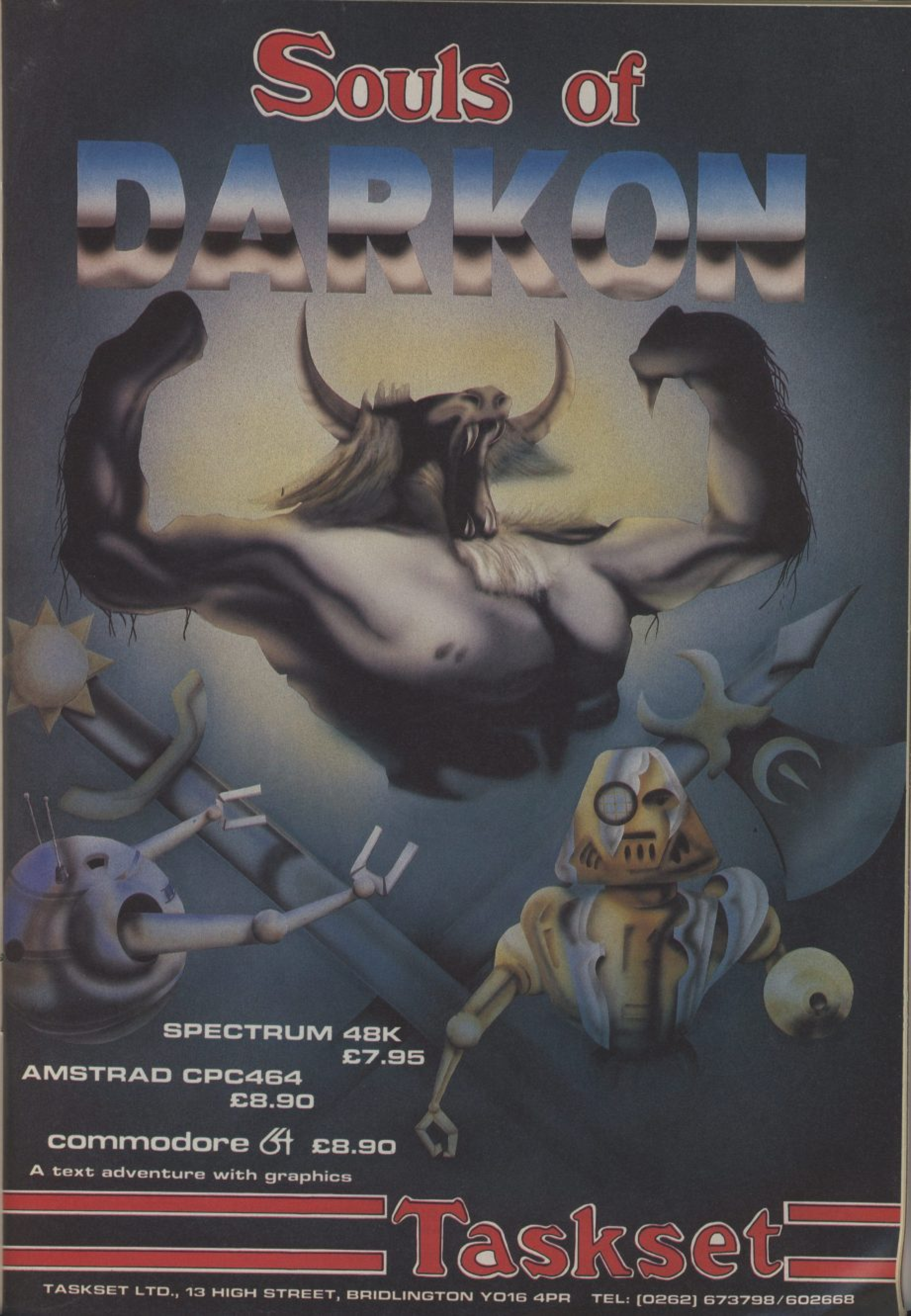
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23RD CENTURY LONDON...
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BUT ABOUT THIRTY YEARS AGO, IDEAS INVENTED THE ULTIMATE ADDICTIVE COMPUTER GAME. THEY CALLED IT GOD.TM
NOW IDEAS CORP. IS A BIG OUTFIT. BIG ENOUGH TO TAKE COMPLETE CONTROL OF AN ENTIRELY GAMES-ORIENTED WORLD...
ARE NOW ENTERING
IDEAS AIRSPACE
A NICE DAY
GODTM WAS MADE ILLEGAL A FEW YEARS BACK. BUT PEOPLE STILL PLAY IT ANYWAY.
NOT THAT IDEAS CENTRAL WORRIES ABOUT A LITTLE QUIBBLE LIKE THAT. IDEAS CENTRAL IS THE NERVE CENTRE OF THE CORPORATION'S DAY-TO-DAY OPERATIONS.
I.C. IS WHERE MELISSA RAVENFLAME WORKS. SHE'S JUST BEEN LANDED WITH A NEW PROJECT...
THE BUG HUNTERS
AND SHE ISN'T SURE SHE'S GOING TO LIKE IT!
SCRIPT: PEDRO HENRY ART: JERRY PARIS
THIS JACKSON T. KALLIBER OUGHT TO BE PUNCTUAL... SAYS HERE HE'S AN EX-MILITARY MAN...
MISS RAVENFLAME...
WHA...OH,
YOU'RE KALLIBER, RIGHT? I DIDN'T HEAR YOU...
YOU WOULDN'T.
I SEE YOU USED TO HEAD THE ROGUE ROBOT RUB-OUT SQUAD...
AND NOW THEY'VE PUT YOU ON A CONSUMER SERVICE PROJECT?
SOMEONE UP THERE DOESN'T LIKE ME.
IDEAS CEN

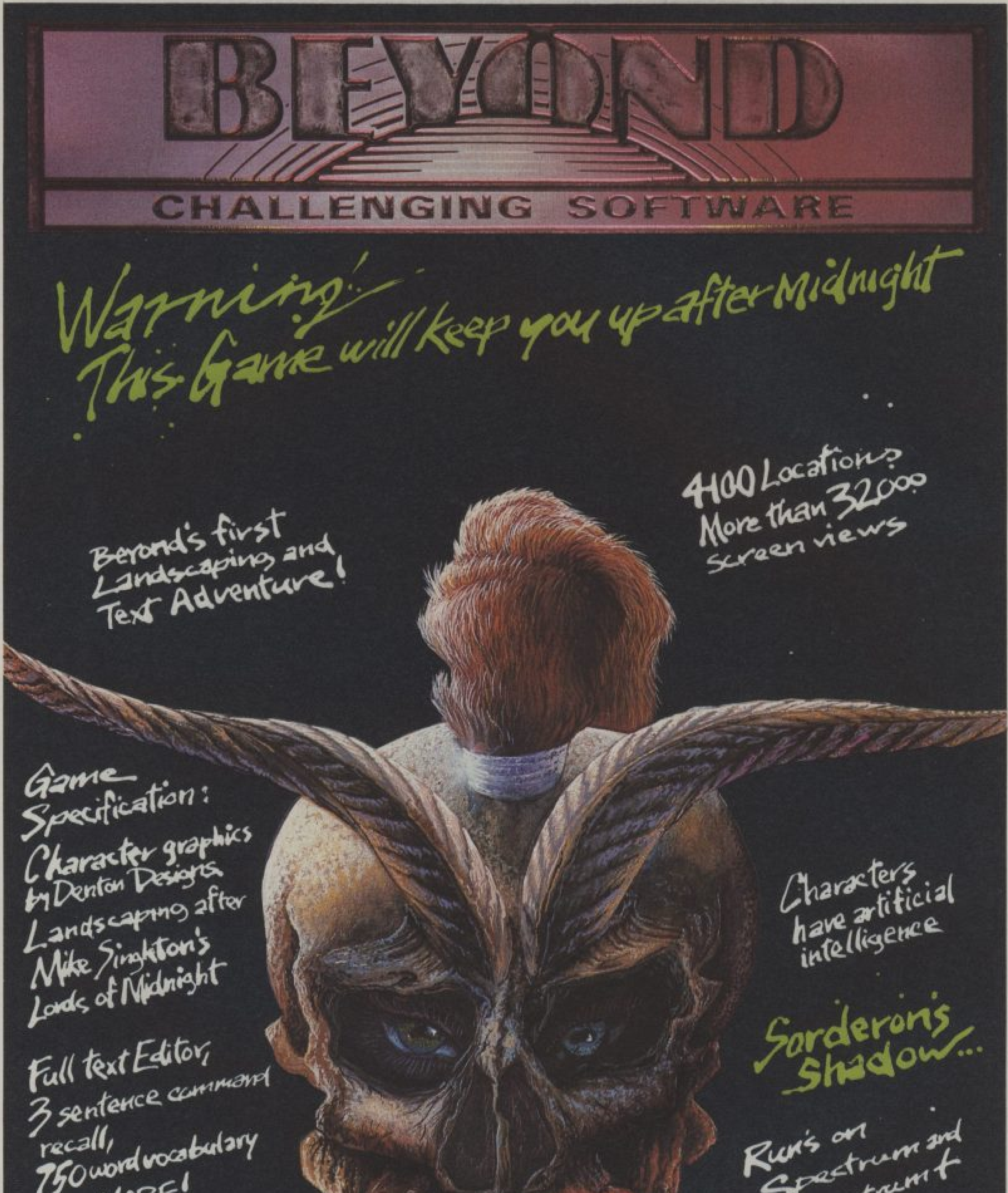

I GATHER YOU'VE PUT A TEAM TOGETHER. LET'S SEE WHAT YOU'VE GOT...
OTISS... FROM THE IDEAS DEVELOPMENT LABS, SO HE SHOULD BE ALRIGHT. OVERT TECHNICAL INFORMATION-SUBURBAN SYSTEM...
"HIGH ORGANISATIONAL CAPABILITY..."
LOOK, I CAN'T STAND THIS... OUT OF THE WAY AND I'LL DO IT MYSELF...
NOW, LET'S SEE WHAT YOU'VE DONE...
OH, NO...
"DESIGNED FOR FAST PROBLEM ANALYSIS..."
YOU'VE CONNECTED THE FIRING BUTTON TO THE AUTO-DESTRUCT MECHANISM!
CAREFUL
EVERYBODY OUT OF HERE!!
"AND MAIN COMMUNICATIONS CHANNEL TO THE I.C. MAINFRAME..."
CLICK
ZZZZZ
YOU PAIR OF complete JERKS!
NOW SEE WHAT YOU MADE ME DO!
WELL, I GUESS EVEN IDEAS AREN'T PERFECT... NOW, THE REST YOU'VE ACQUIRED YOURSELF...
DIDN'T GIVE YOU MUCH OF A BUDGET, DID THEY?
"I'M SURPRISED BIG RED WAS SO CHEAP... LET'S SEE... RELOCATION OF EXPLOSIVES FOR DEMOLITION..."
UH... WHERE D'YOU WANT ME TO PUT THIS..?
TICK TICK TICK
PUT IT ANYWHERE, YOU IDIOT! IT'S A TIME-BOMB... AND IT COULD GO...
OH...
BOOM!
"WORKED FOR AN IDEAS SUBSIDIARY TILL HE GOT AN EMERGENCY CALL FROM THE ANTI-TERRORIST SQUAD..."
"HE LANDED ON A CHILDREN'S HOME AND CAUSED MORE CASUALTIES THAN THE TIME-BOMB ITSELF..."
POOR LITTLE LAMBS ORPHANAGE
"NO WONDER THEY SOLD HIM OFF..."

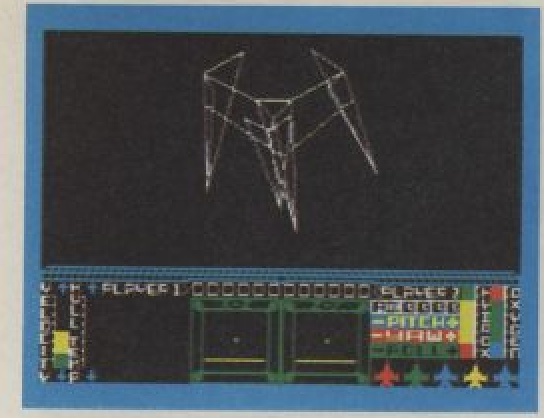


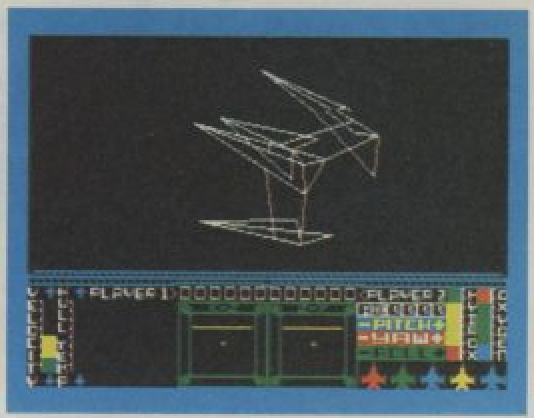
AND YOU'RE GOING TO BE USING THAT?
LIKE YOU SAID, HE WAS CHEAP...
ALRIGHT... THESE OTHER TWO... X AND B-CON...
CAME UP AS A PAIR IN A POLICE AUCTION AFTER A RAID ON GARIBALDI'S GAME OF GOD™ PARLOUR...
POLICE AUCTION X LOT Nº 566112
POLICE AUCTION B-CON LOT Nº 3112021
"SO B-CON WAS AT THE ISLE OF DOGS SECURITY PEN TILL THE BIG BREAK-OUT. WHAT'S THIS? HE HELPED IN IT?!
NOT US, NUMBSKULL! YOU SPOTLIGHT THE PRISONERS!!
I CAN'T SEE! I'M BLIND! I'M BLIND!
SO GET SOME SUN-GLASSES, STUPID!
"THEY DIDN'T KNOW IF IT WAS... WELL... CORRUPTION OR INCOMPETENCE, BUT THEY SOLD HIM TO GARIBALDI...
"WHO USED HIM AS A SPOTLIGHT IN THE GAME HALL... AMONGST OTHER THINGS...
HEY, YOU'RE SHOWING IT TOO FAST...
WE CAN'T SEE WHAT SHE'S DOING...
SO? THIS IS DULL. WAIT TILL SHE ACTUALLY PUTS THE PLUG IN THE SOCKET...
NOW THAT'S ELECTRIFYING!
"AND THAT'S WHERE HE MET X, ONE OF THE BOUNCER-BOTS..."
"X WAS A FACSIM-DROID... PRODUCING COPIES OF ANYTHING, LEGAL OR NOT..."
X... HELP! THEY DON'T LIKE THE MOVIE!
YOU TOLD ME TO PIRATE IT FOR YOU... MAYBE YOU SHOULD GET YOURSELF OUT OF TROUBLE FOR A CHANGE...
YOU'RE JOKING, AREN'T YOU, KALLIBER? THESE GUYS HAVE CRIMINAL RECORDS, BRAIN DAMAGE AND UNPLEASANT PHYSICAL REACTIONS!
I DON'T MAKE JOKES...
AND I'M SUPPOSED TO BE THEIR INFORMATION CONTROLLER?
NO THANKS! I DON'T WANT THEM WITHIN TWENTY MILES OF ME!!
TOO LATE, LADY... THEY'RE ALREADY HERE...
OH GOOD GRIEF...



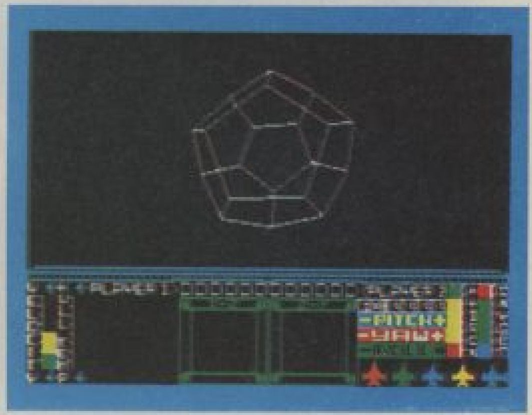
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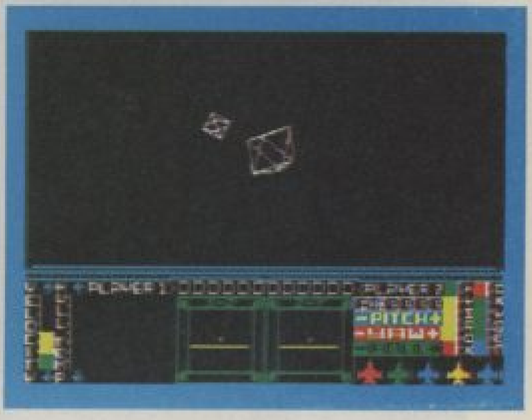

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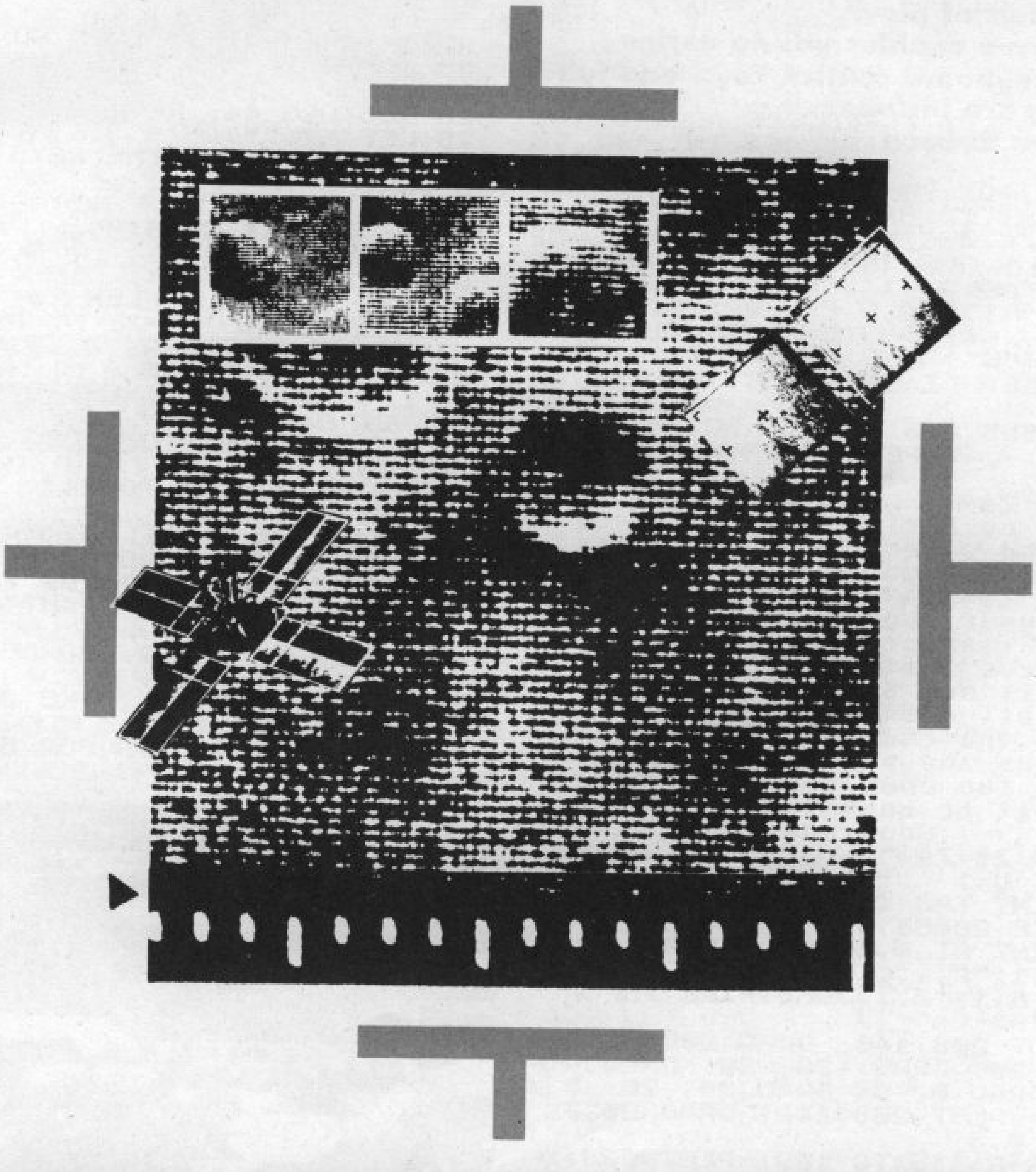


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I'VE A FEELING I'M GOING TO REGRET THIS...

No.1 OCTOBER 1985

C+VG GAMES BOOK



MOON BUGGY/A DAY AT THE RACES/ASTEROID LANDER/MANIC PACMAN

MOON

• SPECTRUM

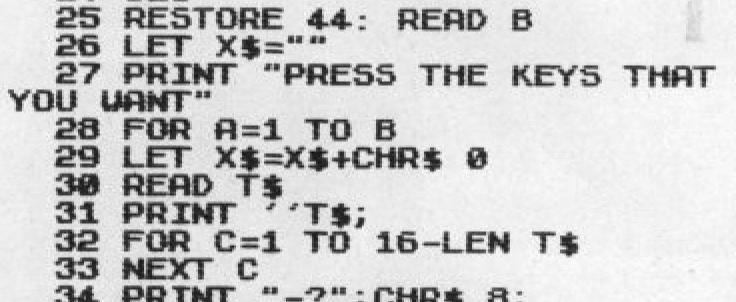
Mastery of your high powered Moon Buggy is the key to getting high scores in this simple but challenging game.

As you zoom across the moon's surface beware of the craters. Jump them successfully and you score points. There are two levels of play.

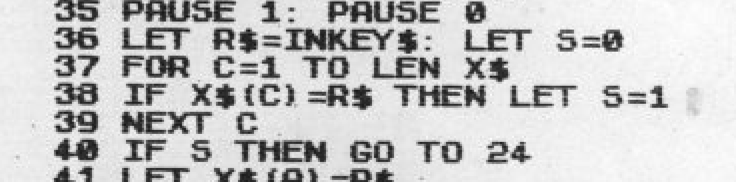
The program enables you to define your own keyboard control keys, and full instructions are included.

• By Adrian Robson

```
   1 GO TO 109: REM THE PROGRAM
 WAS WRITTEN             BY ADRIAN
ROBSON
   2 DIM X$(3): LET X$(1)="Q": L
ET X$(2)="W": LET X$(3)="M": LET
 LEV=1: LET TI=500: LET LIVE=3:
LET SC=0
   3 GO SUB 206
   4 INK 7: PAPER 0: BORDER 0: C
LS
   5 LET Z$="        Moon Buggy is
 written by Adrian Robson for Co
mputer and video games.....Press
 the key that you require."
   6 LET Z$=Z$+"   Copyright 198
5 Guide your Buggy across the mo
ons rough landscape jumping the
big craters that lie before you,
if you hit one of the craters yo
u will fall down it.Once you hav
e got to the end you will be giv
en a bonus and put in the lift f
or level two upon completing thi
s you will be bought back to lev
el 1.        Good Luck!!!!!"
   7 LET Z$=Z$+"                 "
   8 LET U=1
   9 PRINT TAB (10);"MAIN MENU"
  10 POKE 23658,8
  11 PRINT AT 4,1;"1....PLAY GAM
E";AT 6,1;"2....LOOK AT HIGH SCO
RES";AT 8,1;"3....REDIFINE THE G
AMES KEYS"
  12 PLOT 208,140: DRAW 20,20: D
RAW 20,-20: DRAW -20,-20: DRAW -
20,20: DRAW 0,-5: DRAW 20,-20: D
RAW 0,5: PLOT 208,140: DRAW 20,2
0: DRAW 0,5
  13 FOR A=115 TO 120: PLOT 228,
A: DRAW 20,20: PLOT 228,A: DRAW
-20,20: NEXT A
  14 PLOT 216,145: DRAW 12,12: D
RAW 12,-12: DRAW -12,-12: DRAW -
12,12
  15 FOR A=128 TO 133: PLOT 228,
A: DRAW 12,12: PLOT 228,A: DRAW
-12,12: NEXT A: PRINT AT 3,28;"©
"
  16 PRINT AT 21,0;Z$(U TO U+31)
  17 LET U=U+1
  18 PAUSE 5
  19 IF U=417 THEN GO TO 4
  20 IF INKEY$="1" THEN GO TO 45
  21 IF INKEY$="2" THEN GO TO 16
0
  22 IF INKEY$="3" THEN GO TO 24
  23 GO TO 16
  24 CLS
  25 RESTORE 44: READ B
  26 LET X$=""
  27 PRINT "PRESS THE KEYS THAT
YOU WANT"
  28 FOR A=1 TO B
  29 LET X$=X$+CHR$ 0
  30 READ T$
  31 PRINT ''T$;
  32 FOR C=1 TO 16-LEN T$
  33 NEXT C
  34 PRINT "-?";CHR$ 8;
  35 PAUSE 1: PAUSE 0
  36 LET R$=INKEY$: LET S=0
  37 FOR C=1 TO LEN X$
  38 IF X$(C)=R$ THEN LET S=1
  39 NEXT C
  40 IF S THEN GO TO 24
  41 LET X$(A)=R$
  42 PRINT R$: NEXT A
  43 PRINT #0;"  PRESS ANY KEY T
O CONTINUE": PAUSE 0: GO TO 4
  44 DATA 3,"LEFT","RIGHT","JUMP
"
  45 PAPER 0: INK 7: BORDER 6: C
LS
  46 POKE 23675,88: POKE 23676,2
55
  47 REM SCREEN DATA FOR BUGGY G
AME
  48 LET A$="
```



```
  49 LET A$=A$+"
```



```
  50 LET A$=A$+"
"
```

BUGGY

```
 51 LET B$="
"
 52 LET B$=B$+"
"
 53 LET B$=B$+"                "
 54 CLS : FOR A=1 TO LIVE: PRIN
T AT 1,A*4-4;"   ";AT 2,A*4-4;"
   ": NEXT A
 55 LET X=15: LET Y=3
 56 LET F=0: LET E=0: LET J=1
 57 PRINT AT 19,0; INK 6;"
"
 58 PRINT AT 20,0; INK 6;"
"
 59 PRINT AT 21,0; INK 6;"
"
 60 PRINT AT 10,11;"GET READY":
 FOR A=1 TO 300: NEXT A: PRINT A
T 10,11;"         "
 61 LET CX=X: LET CY=Y
 62 PRINT INK 6; PAPER 0;AT 17,
0;A$(J TO J+31);AT 18,0; INK 6;
PAPER 0;B$(J TO J+31)
 63 IF INKEY$=X$(2) AND Y<15 TH
EN LET Y=Y+1
 64 IF INKEY$=X$(1) AND Y>3 THE
N LET Y=Y-1
 65 IF INKEY$=X$(3) AND E<>1 TH
EN LET E=-1
 66 IF X<=15-(Y/2) THEN LET E=1
 67 LET X=X+E
 68 IF J>=480 THEN FOR A=1 TO 2
00: NEXT A: LET LEV=2: GO TO 177
 69 PRINT AT CX,CY;"    ";AT CX+
1,CY;"    ";AT X,Y; BRIGHT 1;"
";AT X+1,Y; BRIGHT 1;"   "
 70 IF X=15 AND E=1 THEN LET E=
0: PRINT AT CX,CY;"    ";AT CX+1,
CY;"    ";AT X,Y; BRIGHT 1;;"   "
;AT X+1,Y; BRIGHT 1;"    ": BEEP
.05,-40
 71 IF E=0 THEN IF A$(J+Y)<>" "
 AND J<475 OR A$(J+Y+2)<>" " AND
 J<475 THEN GO TO 123
 72 IF LEV=2 AND J>=370 THEN LE
T LEV=1: GO TO 177
 73 LET J=J+1
 74 IF TI<=0 THEN GO TO 166
 75 LET SC=SC+.1: LET TI=TI-.2
 76 PRINT AT 0,0;"TIME:";INT TI
;"  ";AT 0,10;"SCORE:";INT SC
 77 GO TO 61
 79 BEEP .1,40: FOR A=1 TO 100:
 NEXT A
 109 CLEAR 65199
 110 PRINT "PLEASE WAIT SETTING
UP GRAPHICS"
 111 RESTORE 116
 112 FOR A=65368 TO 65495
 113 READ B: POKE A,B
 114 NEXT A
 115 GO TO 118
 116 DATA 3,7,15,29,53,117,213,2
55,192,224,248,196,195,255,131,2
55,0,0,0,0,128,224,248,252,255,2
24,207,223,217,89,31,15,255,124,
57,147,131,131,131,1,254,15,231,
247,54,52,240,224
 117 DATA 128,192,192,224,248,25
2,254,255,1,3,3,7,15,31,127,255,
157,255,255,255,255,255,255,255,
129,195,195,231,231,239,255,255,
0,0,3,7,15,29,53,117,0,0,192,224
,248,198,195,255,0,0,0,0,0,0,128
,224,213,255,255,224,207,159,57,
127,131,255,255,124,57,147,131,1
99,248,252,254,7,227,241,60,254
 118 CLEAR 64429
 119 RESTORE 122
 120 FOR A=65200 TO 65227: READ
B: POKE A,B: NEXT A
 121 RANDOMIZE USR 65200: GO TO
2
 122 DATA 33,0,61,17,174,251,1,0
,3,126,203,47,182,18,19,35,11,12
1,176,32,244,33,174,250,34,54,92
,201
 123 CLS
 124 PAPER 0: BORDER 0: INK 7: C
LS
 125 LET X=0: LET Y=15
 126 PRINT AT X,Y; BRIGHT 1;"
";AT X+1,Y;"   "
 127 PRINT AT X-1,Y;"    "
 128 BEEP .005,X
 129 LET X=X+1
 130 IF X>=20 THEN GO TO 132
 131 GO TO 126
 132 PRINT AT 19,15;"    "
 133 LET X=18: LET Y=14
 134 LET C=18: LET D=18
 135 LET E=18: LET F=16
 136 LET X=X-1: LET Y=Y-1
 137 LET C=C-1: LET D=D+1
 138 LET E=E-1
 139 IF X=4 AND Y=0 THEN PRINT A
T 5,1;" ": LET X=5: LET Y=1
 140 PRINT AT C,D;" ";AT C+1,D-1
;" "
 141 PRINT AT X,Y;" ";AT X+1,Y+1
;" "
 142 IF C=5 AND D=31 THEN PRINT
AT 6,30;" ": LET C=6: LET D=30
```

moon buggy continues p58 ▶

MOON BUGGY

```
 143 PRINT AT E,F;"[illegible]";AT E+1,F;"
"
 144 IF E=0 AND F=16 THEN PRINT
AT 1,16;" ": LET E=1: LET F=16
 145 IF E=1 THEN GO TO 147
 146 GO TO 136
 147 PAUSE 42: BORDER 6
 148 LET LIVE=LIVE-1
 149 IF LIVE<=0 THEN GO TO 153
 150 IF LEV=1 THEN GO TO 45
 151 IF LEV=2 THEN GO TO 197
 152 GO TO 150
 153 PRINT AT 10,11;"GAME OVER"
 154 FOR A=1 TO 300: NEXT A
 155 LET I=14
 156 CLS
 157 IF I>0 THEN IF N(I)<INT SC
THEN LET N(I+1)=N(I): LET N$(I+1
)=N$(I): LET I=I-1: GO TO 157
 158 LET N(I+1)=SC: IF I<15 THEN
 PRINT "Congratulations you have
 reachedone of todays high score
s.      Please enter your name(m
axi 10  letters):"
 159 INPUT ">";N$(I+1)
 160 CLS
 161 PLOT 10,0: DRAW 235,0: DRAW
 0,175: DRAW -235,0: DRAW 0,-175
 162 PRINT AT 1,10;"HALL OF FAME
"
 163 PRINT AT 4,4;"SCORE      NAM
E"
 164 FOR A=1 TO 15: PRINT AT 5+A
,4;INT N(A);AT 5+A,14;N$(A): NEX
T A
 165 PRINT #0;"    PRESS ANY KEY
TO CONTINUE": PAUSE 0: LET LIVE=
3: LET SC=0: LET TI=500: LET LEV
=1: GO TO 4
 166 PAUSE 0
 167 CLS
 168 PRINT "Hard luck it looks l
ike you ran out of time but i do
n't know howyou did it because y
ou had enough time for two trips
."
 169 PRINT : PRINT "We will take
 away one of your    lifes for th
at."
 170 LET LIVE=LIVE-1: LET TI=500
 171 IF LIVE<=0 THEN GO TO 153
 172 PRINT #0;"    PRESS ANY KEY
TO CONTINUE": PAUSE 0
 173 IF LEV=2 THEN GO TO 197
 174 IF LEV=1 THEN GO TO 45
 175 GO TO 173
 176 STOP
 177 CLS
 178 PRINT "WELL DONE YOU HAVE C
OMPLETED      THIS LEVEL WE WILL G
IVE YOU A     BONUS SCORE FOR YOUR
 TIME IN      WHICH YOU COMPLETED
IT FIRST."
 179 PRINT AT 10,10;"TIME TAKEN:
";INT TI
 180 BEEP .01,TI/100
 181 LET SC=SC+2*TI
 182 PRINT AT 12,10;"BONUS=";INT
SC
 183 FOR A=1 TO 500: NEXT A: CLS

 184 PRINT AT 16,8;"[illegible]";AT 17,8
;"[illegible]";AT 18,4; INK 6;"
[illegible]";AT 19,9;"[illegible]";AT 20,9;"[illegible]";A
T 21,9;"[illegible]"
 185 FOR A=0 TO 175
 186 PLOT 0,A: DRAW INK 6;30,0
 187 NEXT A
 188 FOR A=0 TO 31
 189 PLOT 0,A: DRAW INK 6;255,0:
NEXT A
 190 FOR A=8 TO 28
 191 PRINT AT 16,A;" [illegible] ";AT 17,
A;" [illegible]"
 192 BEEP .002,A/2*4
 193 NEXT A
 194 LET TI=500
 195 IF LEV=1 THEN GO TO 48
 196 REM L$(178): REM M$(179)
 197 LET A$="[illegible]"
 198 LET A$=A$+"[illegible]"
 199 LET A$=A$+"[illegible]"
 200 LET A$=A$+"[illegible]"
 201 LET B$="[illegible]"
 202 LET B$=B$+"[illegible]"
 203 LET B$=B$+"[illegible]"
 204 LET B$=B$+"[illegible]"
 205 GO TO 52
 206 DIM N$(15,10): DIM N(15)
 207 LET N$(1)="ADY ROBSON"
 208 LET N$(2)="DEAN(BEAN)"
 209 LET N$(3)="RICKY P"
 210 LET N$(4)="GRANT"
 211 LET N$(5)="ST CLAIR"
 212 LET N$(6)="WARREN"
 213 LET N$(7)="HODGY"
 214 LET N$(8)="RICHARD"
 215 LET N$(9)="PETER"
 216 LET N$(10)="JOHN E"
 217 LET N$(11)="ANDREW"
 218 LET N$(12)="PAUL C"
 219 LET N$(12)="RONY"
 220 LET N$(13)="GUERMAN"
 221 LET N$(14)="COLIN C"
 222 LET N$(15)="MICK GREEN"
 223 FOR A=1 TO 15: LET N(A)=500
: NEXT A
 224 RETURN
```

Mr. Software



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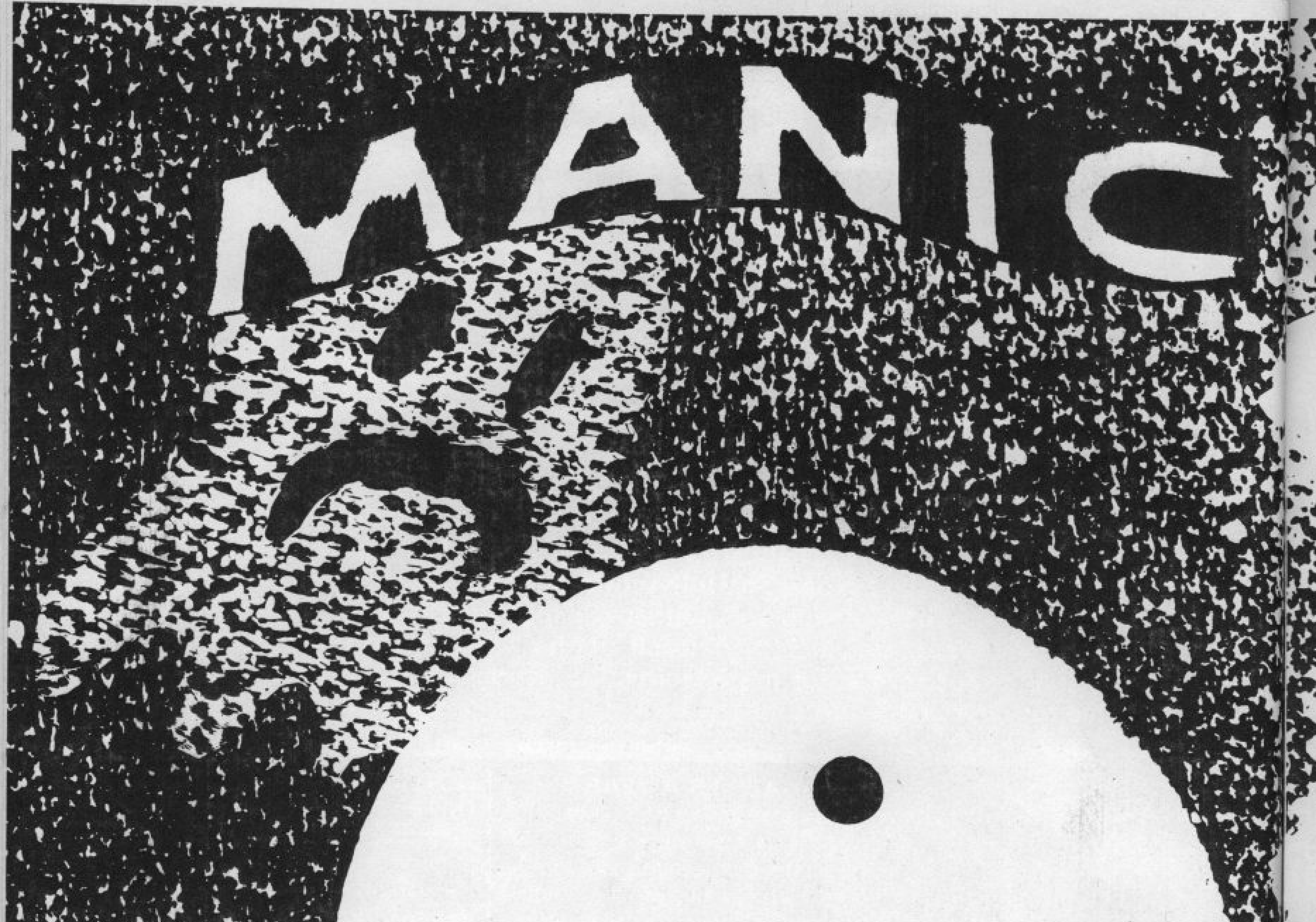
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MANIC

PACMAN

•COMMODORE 64

Arrgghh! it's that giant yellow blob with the bottomless appetite again! Why can't he leave us ghosts alone? After all, we've never done anything to him — except for the odd bit of haunting here and there.

Yes, It's the return of that old arcade favourite Pacman and his friendly foes the Ghosts. If you've never played the game before then you must have been hiding under a stone for the last few years — but here's your chance to catch up with this excellent version from *C&VG* reader James Davis.

And James has come up with some pretty neat graphics to add to the fun of chasing around the Pac-maze eating the Pac-pills and avoiding the Pac-gobbling Ghosts.

Don't delay — program this one in today!

•By James Davis

```
0 DATA162,8,160,0,173,0,208,141,0,48,238
,69,3,238,72,3,136,208,241,238
1 DATA70,3,238,73,3,202,208,232,96
2 DATA60,124,240,224,240,124,60,0
3 DATA60,62,31,7,31,62,60,0
4 DATA0,99,99,119,127,62,60,0
5 DATA0,60,62,127,119,99,99,0
10 PRINT"♥"CHR$(142):VI=53248:POKEVI+33,
0:POKEVI+32,2:SI=54272:CO=55296
20 SC=1024:HI$="02000":POKEVI+21,0:POKEV
I+28,7:POKEVI+38,0:POKEVI+37,1
25 POKEVI+41,6:POKE2042,254
28 FORI=832TO860:READA:POKEI,A:NEXT:POKE
56334,0:POKE1,51:SYS832
30 FORI=0TO31:READB:POKE12976+I,B:NEXT
31 A=12288:FORI=0TO7:POKEI+A+528,0:NEXT:
FORI=0TO3:POKEI+512+A,255:NEXT
32 FORI=4TO7:POKEI+512+A,0:NEXT:POKE520+
A,255:POKE521+A,255
33 FORI=2TO7:POKEI+520+A,0:NEXT:POKE528+
A,255:FORI=1TO7:POKE528+A+I,0:NEXT
34 FORI=0TO7:READB:POKE560+I+A,B:NEXT:DA
TA7,9,9,110,56,176,224,192
35 FORI=0TO7:POKE568+I+A,PEEK(VI+I+336):
NEXT
36 FORI=0TO7:READB:POKE576+I+A,B:NEXT:DA
TA255,231,153,231,153,231,153,255
37 FORI=0TO7:READB:POKE536+I+A,B:NEXT:CB
=0:DATA255,254,254,255,0,0,0,0
38 FORI=0TO7:READB:POKE544+I+A,B:POKE552
+I+A,B:NEXT:CB=0:DATA51,204,51,204,51,20
4,51,204
39 FORI=0TO7:READB:POKEA+I+608,B:NEXT:DA
TA255,127,124,56,48,96,192,192
40 FORI=0TO7:READB:POKEA+I+616,B:NEXT:DA
TA255,127,124,56,24,12,6,6
50 POKE1,55:POKE56334,1:POKE53272,29:SO=
54272:FORI=SOTOSO+24:POKEI,0:NEXT
60 LV=0:J=-1:DIMCH(12):POKESO+24,15:POKE
SO+5,9:LI=3
70 FORI=1TO10:D(I)=I+63:READC(I):NEXT:DA
TA2,2,2,5,7,7,10,6,1,7
```

```
80 FORI=0TO12:READCH(I):NEXT:DATA96,96,9
6,101,101,117,117,97,97,246,246,234,234
90 FORI=49152TO49257:READA:POKEI,A:NEXT
95 FORI=0TO62:READA:POKE16256+I,A:NEXT:F
ORI=0TO62:READA:POKE16320+I,A:NEXT
99 GOTO30000
100 PO$=STR$(PO):PO$=RIGHT$(PO$,LEN(PO$)
-1)
110 IFLEN(PO$)<5THENPO$="0"+PO$:GOTO110
120 PRINT"■■■■"SPC(34)PO$:RETURN
200 AC=12:POKESO+4,0:POKESO+4,17
201 POKESC+AI,CH(AC):AC=AC-4:PO=PO+10:GO
SUB100:IFAC<0THENAC=12:AI=AI-1
202 POKESO+4,0:POKESO+4,17:POKESO+1,AI+A
C-960:POKESO,25
203 IFAI<>967THEN201
205 PRINT"♥":LV=LV+1:KE=0:POKEVI+21,0
206 IFLV<11THEN215
207 PRINT"■■■■CONGRATULATIONS,YOU HAVE R
ID THE CAVERNS"
208 PRINT"OF THE MONSTERS AND AMASED"PO"
POINTS."
209 PRINT"■■■■■■TRY AGAIN    (Y/N)"
210 GETA$:IFA$<>"N"ANDA$<>"Y"THEN210
211 IFA$="Y"THENRUN
212 POKE53280,14:POKE53281,6:POKESO+24,0
:PRINT"■■";:END
215 READA:IFA=99THEN250
220 READB,C,D:IFD=5THEN290
230 FORI=0TOC:POKESC+A*40+B+I,D(D):POKEC
O+A*40+B+I,C(D):NEXT
240 GOTO215
250 READKK:FORI=1TOKK:READX,Y:POKESC+X*4
0+Y,D(7):POKECO+X*40+Y,C(7):NEXT
260 READA:FORI=1TOA:READX,Y:POKESC+X*40+
Y,D(8):POKECO+X*40+Y,C(8):NEXT
270 READE:POKESC+E,D(9):POKECO+E,C(9)
280 READMM:MA=MM:POKESC+MA,81:POKECO+MA,
7:READX1,Y1,L1,R1,N1,M1,X2,Y2,L2,R2,N2,M
2
281 PRINT"■■■■■■■■■■■■■■■■■■■■■■■■■DXYG
EN ■■          ■                    ■";
```

manic pacman continues p62 ▶

MANIC PACMAN

```
282 IFLI<>1THENFORI=0TOLI-2:POKE56293+I,
7:NEXT
283 POKEVI+21,1:IFX2<>0THENPOKEVI+21,3:I
FLV=9THENPOKEVI+21,7
284 POKEVI,X1:POKEVI+1,Y1:POKEVI+2,X2:PO
KEVI+3,Y2:POKE2040,254:POKE2041,254
285 POKEVI+39,2:POKEVI+40,6:IFLV=9THENPO
KEVI+4,PEEK(VI+2)+100
289 AC=12:AI=995:CH=32:J=0:JU=0:POKEVI+3
1,0:SYS49152:GOSUB100:GOTO300
290 FORI=0TOC:POKESC+((A+I)*40)+B,D(5):P
OKECO+(A+I)*40+B,C(5):NEXT:GOTO215
300 A=PEEK(56320):X=0:Z=81
310 POKE12825,255-2^CB:POKE12826,PEEK(12
825):CB=CB+2:IFCB=6THENCB=0
320 IFKE=KKTHENPOKECO+E,1:EX=EX+1:IFEX>2
THENPOKECO+E,0:EX=0
330 IF(A=111ORA=107ORA=103)ANDJU=0THENJU
=-40:J=0
340 IFA=119ORA=103THENX=1:IFJU=0THENZ=86
350 IFA=123ORA=107THENX=-1:IFJU=0THENZ=8
7
360 IFX=0THEN400
370 A=PEEK(SC+MA+X):IFA<>32AND(A<70ORA>7
2)THENX=0:GOTO400
380 POKESC+MA,CH:POKECO+MA,CC:MA=MA+X:CH
=PEEK(SC+MA):CC=PEEK(CO+MA):POKESC+MA,Z:
POKECO+MA,7
390 IFPEEK(SC+MA+40)=32ANDJU=0THENJU=40:
J=4
400 IFJU=0THEN500
410 POKESC+MA,CH:POKECO+MA,CC:MA=MA+JU:J
=J+1:CH=PEEK(SC+MA):CC=PEEK(CO+MA)
422 IFJU=-40THENZ=88
424 IFJU=40THENZ=89
430 POKESC+MA,Z:POKECO+MA,7:IFMA<40THENJ
=4
440 IFJ=4ORPEEK(SC+MA-40)=68ORPEEK(SC+MA
-40)=69THENJU=40
450 IFJ>8THENA=PEEK(SC+MA+40):IFA<>32AND
A<>72THEN20000
500 POKE2021,PEEK(SC+MA):POKE2022,PEEK(2
021)
501 IFPEEK(SC+MA+40)<>67THEN530
510 POKESC+MA,CH:MA=MA-1:CH=PEEK(SC+MA):
CC=PEEK(CO+MA):POKESC+MA,Z:POKECO+MA,7
520 IFPEEK(SC+MA+40)=32THENJU=40:J=4
530 IFPEEK(SC+MA+40)=65THENPOKESC+MA+40,
66:JU=0:J=-1:GOTO550
540 IFPEEK(SC+MA+40)=96THENJU=40:J=3
541 IFPEEK(SC+MA+40)=66THENPOKESC+MA+40,
96
550 IFCH=71THEN20000
560 IFCH=70THENKE=KE+1:CH=32:PO=PO+100:G
OSUB100:POKESO+4,0:POKESO+4,17:POKESO+1,
108:POKESO,25
580 IFCH=72ANDKE<>KKTHEN20000
590 IFCH=72THEN200
595 POKESC+MA,81:POKE2021,PEEK(SC+MA):PO
KE2022,PEEK(2021)
598 A=PEEK(SC+MA+40):IFA>63ANDA<70ANDJU<
>-40THENJU=0:J=-1
600 X1=X1+N1:IFX1=L1ORX1=R1THENN1=-N1
610 Y1=Y1+M1:IFY1=L1ORY1=R1THENM1=-M1
620 IFPEEK(VI+31)<>0THEN20000
630 POKEVI,X1:POKEVI+1,Y1
700 IFX2=0THEN800
710 X2=X2+N2:IFX2=L2ORX2=R2THENN2=-N2
720 Y2=Y2+M2:IFY2=L2ORY2=R2THENM2=-M2
730 IFPEEK(VI+31)<>0THEN20000
740 POKEVI+2,X2:POKEVI+3,Y2
800 POKESC+AI,CH(AC):AC=AC-1:IFAC=0THENA
C=12:AI=AI-1
810 IFAI=966THEN20000
900 IFPEEK(2040)=254THENPOKE2040,255:POK
E2041,255:GOTO1000
910 POKE2040,254:POKE2041,254
1000 IFLV<>5THEN1100
1010 IFKE=4THENM2=8:L2=196:R2=L2:POKEVI+
40,14:KE=5:GOTO1100
1020 IFKE<>5THEN1100
1030 IFPEEK(VI+3)=196THENM2=0
1040 IFPEEK(VI+40)=254THENPOKEVI+40,6:GO
TO1100
1050 POKEVI+40,14
1100 IFLV<>8THEN1200
1110 IFKE=2ANDPEEK(SC+48)<>76ANDPEEK(SC+
48)<>77THENPOKESC+48,76:POKECO+48,1
1120 IFCH=76THENCH=77:POKESC+740,32:POKE
SC+780,32:POKESC+820,32:R1=184
1200 IFLV<>9THEN1300
1210 POKEVI+5,PEEK(VI+3)
1220 IFPEEK(2042)=254THENPOKE2042,255:GO
TO1300
1230 POKE2042,254
1300 REM
10000 GOTO300
20000 POKE56293,2:POKE56294,2
20005 POKEVI+33,2:POKEVI+40,2:POKEVI+41,
2:FORI=200TO0STEP-3:POKESO+4,0
20010 POKESO+4,33:POKESO+1,I:POKESO,25:N
EXT:LI=LI-1
20020 POKE56293,0:POKE56294,0:IFLI=0THEN
30000
20030 POKEVI+33,0:POKESC+MA,CH:POKECO+MA
,CC:POKEVI+40,6:POKEVI+41,6:SYS49205:KE=
0
20040 IFLV=8THENX1=136:Y1=197:L1=136:R1=
160:N1=4:M1=0:POKEVI,X1:POKEVI+1,Y1
20050 MA=MM:POKESC+MA,81:POKECO+MA,7:GOT
O281
30000 PRINT"{CLR}":POKE53280,2:POKE53281,0:P
OKE53269,0
30010 FORI=1TO5:POKE646,A:A=A+1:PRINTTAB
(12+I)"MANIC PACMAN"
30020 PRINTTAB(12+I)"‾‾‾‾‾ ‾‾‾‾‾‾":PRINT
:NEXTI
30030 POKE646,A:A=A+1:PRINT"{DOWN}{DOWN}{DOWN}{DOWN}{DOWN}{DOWN}"TAB(1
0)"PRESS ANY KEY TO START."
30040 IFA>250THENPRINT"{CLR}":FORI=1TO50:NEX
TI:A=0
30050 PRINT"{HOME}":GETA$:IFA$=""THEN30010
30060 GOTO205
40000 END
50000 PRINTPEEK(56320);:GOTO50000
60000 DATA162,0,189,0,4,157,248,55,232,2
24,240,208,245,162,0,189,240,4,157,232
60001 DATA56,232,224,240,208,245,162,0,1
89,224,5,157,216,57,232,224,240,208,245
60002 DATA162,0,189,208,6,157,200,58,232
,224,200,208,245,96
60100 DATA162,0,189,248,55,157,0,4,232,2
24,240,208,245,162,0,189,232,56,157,240
60101 DATA4,232,224,240,208,245,162,0,18
9,216,57,157,224,5,232,224,240,208,245
60102 DATA162,0,189,200,58,157,208,6,232
,224,200,208,245,96
60500 DATA0,170,0,10,170,160,42,170,168,
42,170,168,42,170,168,169,170,106
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BEACH-HEAD (ELECTRON)	9.95	7.50
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★★★MSX★★★		
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SUPER ZAXXON (DISK)	14.95	11.50
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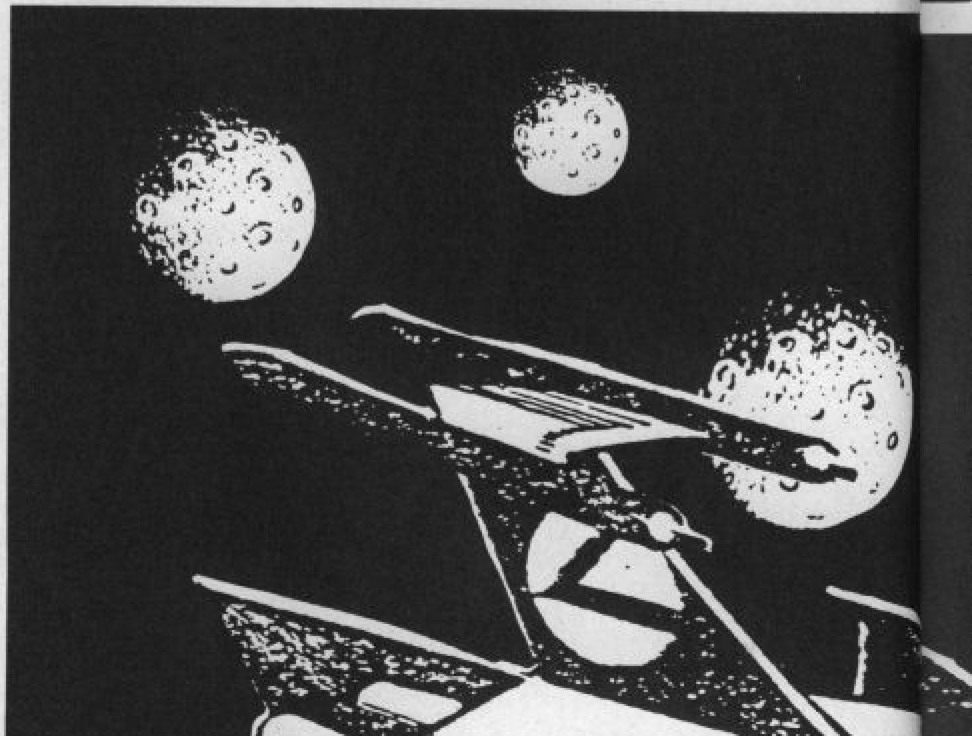
MIRACLE TECHNOLOGY

MANIC PACMAN

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60501 DATA169,106,90,175,107,218,175,107
,218,169,106,90,169,170,106,170,170,170
60502 DATA170,170,170,170,170,170,170,17
0,170,170,170,170,170,170,170
60503 DATA170,170,170,170,170,170,168,17
0,138,160,42,2
60510 DATA0,170,0,10,170,160,42,170,168,
42,170,168,42,170,168,169,170,106
60511 DATA165,169,106,167,233,250,167,23
3,250,165,169,106,169,170,106
60512 DATA170,170,170,170,170,170,170,17
0,170,170,170,170,170,170,170
60513 DATA170,170,170,170,170,170,170,17
0,170,168,170,138,160,42,2
61000 DATA0,0,22,5,0,39,22,5,4,1,17,1,4,
17,10,2,4,27,11,1,8,1,4,1,8,12,4,2
61001 DATA12,1,7,1,14,10,20,4,16,1,6,1,1
3,21,2,6,17,35,3,1,19,32,6,2,19,30,2,6
61002 DATA20,9,23,1,23,0,39,1,99,4,0,5,1
,20,12,33,0,33,5,0,7,0,20,3,29,3,32
61003 DATA13,24,758,882,167,140,167,111,
-8,0,0,0,0,0,0,0
61010 DATA0,0,22,5,7,35,12,5,0,39,21,5,5
,1,30,1,8,1,4,1,8,4,6,2,3,34,2
61011 DATA2,3,37,1,1,16,2,7,4,12,11,11,1
,19,12,2,2,17,22,3,1,6,34,1,1,7,36,2,2
61012 DATA11,36,2,2,15,36,2,2,19,36,2,2,
23,0,39,1,22,14,0,6,22,32,0,6,99,5,0,3
61013 DATA13,3,18,31,9,37,0,35,1,0,37,91
9,881,255,69,39,255,-8,0,147,213,147
61014 DATA251,8,0
61020 DATA0,0,22,5,0,39,22,5,5,1,6,1,5,8
,30,2,8,33,5,1,9,1,10,1,13,8,6,4
61021 DATA15,16,4,1,12,30,8,1,16,27,11,1
,20,24,14,1,23,0,39,1,99
61022 DATA5,0,5,1,21,0,30,6,38,10,23,5,0
,6,0,21,0,33,10,24,17,1,798,894
61023 DATA195,213,147,195,-8,0,39,69,39,
255,8,0
61030 DATA0,0,22,5,0,39,22,5,0,20,18,6,3
,22,8,1,5,8,0,1,4,12,1,1,4,17,0,1
61031 DATA4,34,4,1,5,1,0,1,8,1,2,2,8,30,
2,1,9,12,7,1,10,19,2,6,11,21,4,6
61032 DATA12,1,3,4,12,34,1,1,13,7,0,1,15
,17,6,1,16,32,0,6,17,10,4,1,17,33,0,6
61033 DATA18,34,0,6,18,37,1,1,19,27,3,1,
21,17,1,5,23,0,39,1,99,5,0,1,0,17,1,33
61034 DATA12,15,17,38,6,0,11,0,14,1,11,1
,14,20,33,11,1,118,913
61035 DATA160,149,160,192,8,0,171,213,17
1,251,8,0
61040 DATA0,0,22,5,0,39,22,5,5,2,5,1,5,1
2,3,1,5,23,7,2,5,31,2,1,5,34,4,2
61041 DATA9,37,1,1,11,2,13,1,11,23,5,4,1
1,30,0,2,11,34,1,1,14,1,2,2,17,1,2,2
61042 DATA17,4,11,1,17,23,8,1,17,38,0,1,
20,1,0,1,18,8,4,5,21,17,1,5
61043 DATA21,18,1,5,21,20,1,5,21,21,1,5,
22,22,7,6,23,0,39,1,99,4,2,38,12,38
61044 DATA18,7,18,9,18,0,29,1,29,2,29,3,
29,4,31,10,26,10,27,10,28,22,3,22,30
61045 DATA22,31,22,32,22,33,22,34,22,35,
22,36,22,37,22,38,899,162
61046 DATA128,117,40,128,-8,0,170,52,52,
196,0,8
61050 DATA0,0,22,5,0,39,22,5,3,34,4,4,6,
12,3,2,7,34,4,1,10,3,5,1,10,18,0,2
```

```
61051 DATA10,19,1,5,10,20,1,5,11,26,4,1,
12,1,1,2,15,1,0,1,15,2,2,2,15,10,19,1
61052 DATA14,28,0,6,16,19,3,5,16,20,3,5,
18,33,5,1,20,3,3,4,20,28,2,1
61053 DATA23,0,39,1,99,4,11,18,11,21,13,
38,18,1,2,2,34,19,3,38,379
61054 DATA168,149,168,224,8,0,104,149,10
4,160,8,0
61060 DATA0,0,22,5,0,39,22,5,0,19,19,6,4
,21,16,5,21,19,2,6,22,19,0,6
61061 DATA4,20,0,1,8,1,2,1,8,10,7,4,12,1
,0,1,16,1,10,1,17,18,2,1,21,8,3,1
61062 DATA4,22,16,2,5,22,16,2,6,22,16,2,
7,22,16,2,8,22,16,2,9,22,16,2,10
61063 DATA22,16,2,11,22,16,2,12,22,16,2,
16,22,2,1,16,29,2,1,15,36,2,1,19,25,3
61064 DATA1,19,32,3,1,23,0,18,1,23,19,20
,6,99,5,4,38,7,24,8,33,11,27,12,38,12
61065 DATA7,14,22,12,22,13,22,14,22,15,2
2,16,22,17,22,18,6,35,9,30,11,36,12,30
61066 DATA900,881,255,61,183,255,-8,0,34
,157,34,98,8,0
61070 DATA0,0,22,5,0,20,22,5,0,23,1,5,0,
39,22,5,6,1,3,1,6,12,5,1,10,1,0,1
61071 DATA10,10,3,1,14,2,2,2,14,15,2,1,1
7,3,1,2,18,12,1,1,20,5,3,1,21,14,3,4
61072 DATA21,18,1,5,22,19,0,6,5,38,0,1,6
,21,1,1,7,27,4,1,9,36,0,1,11,21,8,1
61073 DATA14,33,5,1,18,25,5,1,21,21,1,1,
23,0,39,1,99,4,0,38,9,8,9,17,22,38,6,1
61074 DATA4,0,8,1,12,0,21,1,21,22,28,859
,883
61075 DATA136,197,136,160,4,0,240,117,19
2,240,-8,0
61090 DATA0,0,22,5,0,39,22,5,5,5,0,1,5,7
,2,1,5,17,5,1,5,30,2,1,5,34,1,1
61091 DATA7,36,0,2,9,37,1,1,13,4,1,1,13,
7,2,1,13,17,0,1,13,18,4,4,13,30,2,1
61092 DATA13,34,1,1,14,1,1,1,18,4,1,1,18
,7,2,1,18,17,5,1,18,30,2,1,18,34,1,1
61093 DATA19,37,1,1,23,0,39,1,99,1,0,19,
1,0,18,1,881
61094 DATA160,69,160,184,2,0,120,200,56,
200,0,-16
61100 DATA0,0,22,5,0,39,22,5,0,1,7,6,5,1
,4,1,6,13,0,2,7,20,1,1,7,22,6,2
61101 DATA7,29,1,1,7,36,2,1,8,8,3,1,10,1
,1,1,11,7,2,4,11,37,1,1,13,13,7,1
61102 DATA15,6,5,2,15,11,0,1,15,35,0,1,1
7,23,3,1,19,1,1,1,19,34,4,1,21,28,1,1
61103 DATA23,0,39,1,99,5,2,33,2,38,6,1,8
,23,20,38,25,0,24,0,25,0,26,1,24
61104 DATA1,25,1,26,2,24,2,25,2,26,0,33,
1,33,0,38,1,38,8,28,9,28,10,28,11,28
61105 DATA12,28,13,28,14,14,15,14,16,14,
17,14,14,20,15,20,41,163
61106 DATA168,133,128,168,-8,0,184,85,18
4,248,8,0
20624
36937 T
20624
65280
56583 LYTAB(/VERIFYGOSUBON/DEFGOSUBONSTE
Pgosubonstepgetgosubgetstep:gosubongosu
bn^print#dimnot-+/def*notrunIleft$gosub
printprint#I
57000
34171 cinput#dfnktolinputZinput#+ Y
8320 stop%L -fndimZinput#+ S
8370 %^fnhfn
                  h sys/H* s
                  Hg sin>close
```

ASTE



LAN

```
10 GOSUB 300:HI=100
20 GOSUB 240:LOCATE#1,1,2:PRINT#
1,"DAMAGE:":ENV 1,15,1,3,15,-1,2
:ENV 2,5,1,1,15,-1,15:LEVEL=5:DA
=0:SC=0:WINDOW#3,1,40,4,21
30 ORIGIN 0,0:X=312:Y=368:FUEL=1
00:TAG:POKE 33793,LEVEL:IY=4:GOS
UB 290:CLS#3
40 CHR=239:XP=X:YP=Y:Y=Y-IY:IF I
NKEY(18)=0 THEN IF FUEL>0 THEN S
OUND 129,0,30,7,0,0,3:FUEL=FUEL-
1:Y=Y+4:MOVE 528+FUEL,399:DRAWR
0,-14,0:CHR=241 ELSE SOUND 130,1
00,0,0,1
50 IF Y<44 THEN 200
60 IF INKEY(8)=0 THEN X=X-2
70 IF INKEY(1)=0 THEN X=X+2
80 TAGOFF:PEN 3:CALL 33792:PEN 1
:TAG:TL=TEST(X,Y):TR=TEST(X+16,Y
):BL=TEST(X,Y-16):BR=TEST(X+16,Y
-16):IF (TR OR BR OR TL OR BL)>1
 THEN 140
90 MOVE XP,YP:PRINT" ";:PLOT -10
,-10,1:MOVE X,Y:PRINT CHR$(CHR);
100 IF Y>368 THEN IF X<300 OR X>
330 THEN 200 ELSE 120
110 GOTO 40
120 FOR O=1 TO 5:SOUND 1,12*O:NE
XT:SC=SC+50
130 LEVEL=LEVEL-(LEVEL<26):MOVE
X,Y:TAG:PRINT" ";:GOTO 30
140 MOVE XP,YP:IF BR=2 AND BL=2
THEN 160
150 PRINT CHR$(238);:DA=DA+1:IF
DA=17 GOTO 200 ELSE LOCATE#1,1,3
:PRINT#1,STRING$(DA,233):SOUND 1
29,800,0,0,1:GOTO 40
160 PRINT CHR$(241);:IF Y=60 THE
N SC=SC+50 ELSE IF Y=64 THEN SC=
SC+100 ELSE IF Y=76 THEN SC=SC+2
00
170 TAGOFF:LOCATE 13,10:PRINT"CO
NGRATULATIONS!"
180 SC=SC+FUEL:PRINT CHR$(23)CHR
$(1):TAG:FOR T=0 TO X STEP 4:MOV
E T,16:PRINT CHR$(248);:MOVE T,1
6:SOUND 1,0,1,7,1,0,15:FOR K=1 T
O 5:NEXT:PRINT CHR$(248);:NEXT:T
AGOFF:PRINT CHR$(23)CHR$(0);
190 LOCATE 13,10:PRINT SPACE$(20
):IY=-2:Y=Y+4:GOTO 40
200 SOUND 135,1,0,0,2,0,14
210 FOR R=20 TO 160 STEP 20:FOR
U=1 TO 360 STEP 60:MOVE X,Y:PLOT
R R*COS(U),R*SIN(U),1:MOVE X,Y:P
LOTR (R-20)*COS(U),(R-20)*SIN(U)
,0:NEXT:NEXT
220 T=TIME:WHILE TIME-T<300:A$=I
NKEY$:WEND:CLS#3:PRINT#3,TAB(13)
CHR$(24)"ASTEROID LANDER"CHR$(24
```

EROID

NDER

• AMSTRAD

A small planet faces destruction as their sun is about to go nova!

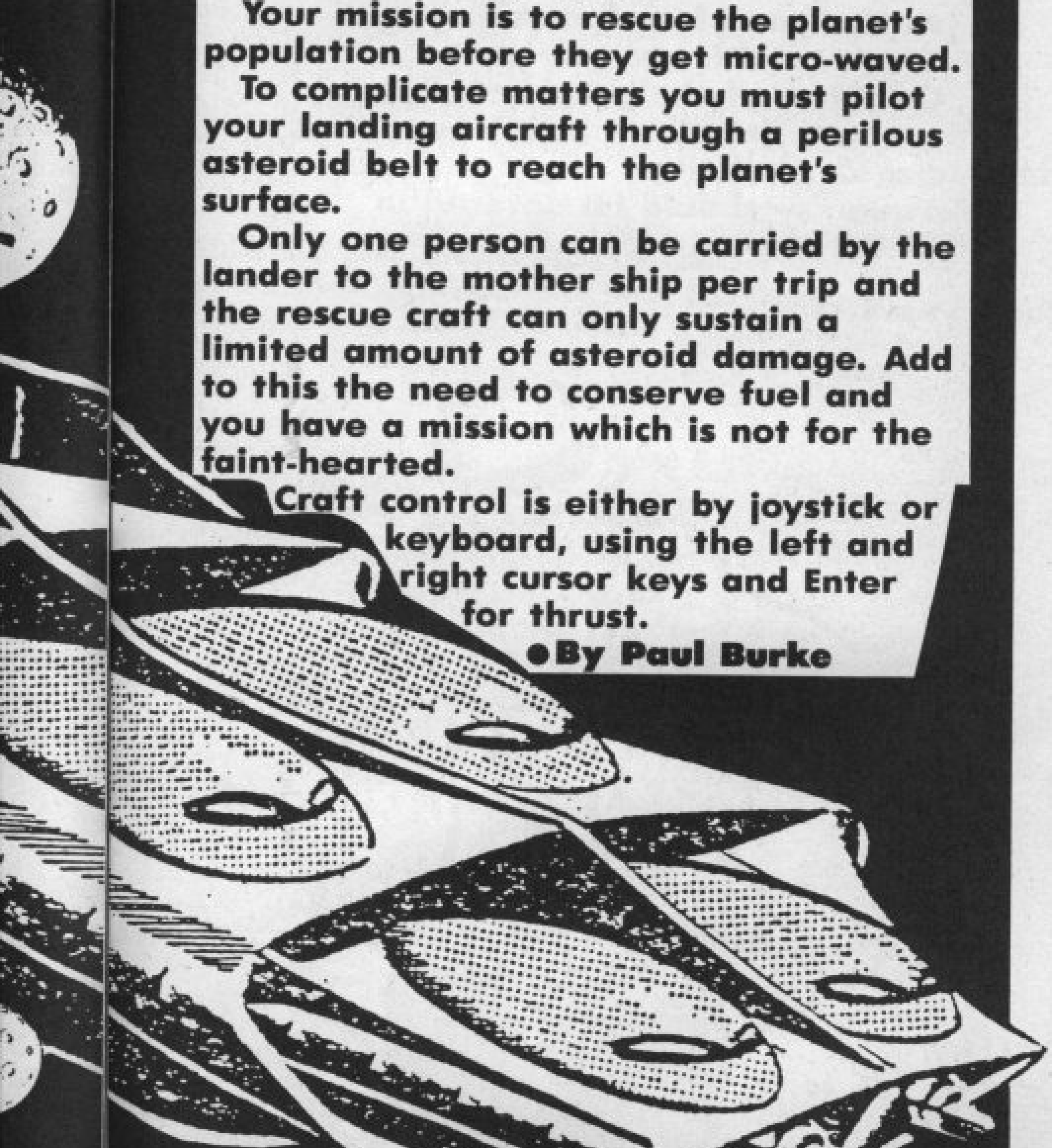
Your mission is to rescue the planet's population before they get micro-waved.

To complicate matters you must pilot your landing aircraft through a perilous asteroid belt to reach the planet's surface.

Only one person can be carried by the lander to the mother ship per trip and the rescue craft can only sustain a limited amount of asteroid damage. Add to this the need to conserve fuel and you have a mission which is not for the faint-hearted.

Craft control is either by joystick or keyboard, using the left and right cursor keys and Enter for thrust.

• By Paul Burke



```
):LOCATE#3,5,5:IF SC>HI THEN HI=
SC
230 PRINT#3,"SCORE"SC;TAB(23)"HI
-SCORE"HI:LOCATE#3,10,15:PRINT#3
,"PRESS A KEY TO PLAY":WHILE INK
EY$="":WEND:SOUND 7,30:GOTO 20
240 MODE 1:BORDER 13:INK 0,0:INK
 1,24:INK 2,12
250 DEG:ORIGIN 320,366:FOR T=270
 TO 450 STEP 10:MOVE 30+30*COS(T
),15*SIN(T):DRAW 30,15*SIN(T),1:
MOVE -30-30*COS(T),15*SIN(T):DRA
W -30,15*SIN(T):NEXT:ORIGIN 0,0:
MOVE 290,382:DRAW 350,382
260 ORIGIN 0,16:RESTORE 270:FOR
Z=1 TO 3:READ A,B,C:FOR T=A-4 TO
 A+2:MOVE T,-16:DRAW T,B,2:NEXT:
FOR T=B-4 TO B:MOVE A-C-2,T:DRAW
 A+C,T:NEXT:NEXT
270 DATA 96,46,8,320,30,12,512,3
4,14
280 FOR T=1 TO 640 STEP 2:MOVE T
,-16:DRAW T,10*COS(PI*T*3)*SIN(2
*T),1:DRAWR 0,8,3:NEXT:RETURN
290 PEN 1:LOCATE#1,1,1:PRINT#1,S
TRING$(LEVEL-5,248):LOCATE#1,29,
1:PRINT#1,"FUEL:"STRING$(6,233):
LOCATE#1,29,2:PRINT#1,"SCORE";SC
:RETURN
300 RANDOMIZE TIME:RESTORE 300
310 MEMORY 32767
320 FOR ROCK=0 TO 28:S=32768+ROC
K*5:POKE S,240:POKE S+1,INT(RND*
39)+1:POKE S+2,(RND*16)+5
330 POKE S+3,1:IF RND>0.5 THEN P
OKE S+3,255
340 POKE S+4,0:NEXT
350 FOR T=33536 TO 33553:READ A:
POKE T,A:NEXT
360 FOR T=33280 TO 33326:READ A:
POKE T,A:NEXT
370 FOR T=33792 TO 33809:READ A:
POKE T,A:NEXT
380 SYMBOL 240,56,126,127,127,25
5,254,124,16:SYMBOL 241,8,20,119
,85,119,28,62,107
390 RETURN
400 DATA &3E,31,&CD,&5A,&BB,&DD,
&7E,1,&CD,&5A,&BB,&DD,&7E,2,&CD,
&5A,&BB,&C9
410 DATA &DD,&7E,0,&FE,0,&20,1,&
C9,&CD,0,131,&3E,32,&CD,&5A,&BB,
&DD,&7E,1,&DD,&86,3,&FE,41,&20,2
,&3E,1,&FE,0,&20,2,&3E,40,&DD,&7
7,1
420 DATA &CD,0,131,&DD,&7E,0,&CD
,&5A,&BB,&C9
430 DATA &0E,28,&DD,&21,0,128,&C
D,0,130,&11,5,0,&DD,&19,&0D,&20,
245,&C9
```

asteroid lander ends ▶

A DAY AT T

●ANY ATARI

Enjoy the thrill and excitement of a day at the races — without losing your shirt.

Up to four people can play this race simulation game which is written in Atari Basic and uses just under 8k of memory.

Each punter starts off with £100. The winner will be the person who has made most money at the end of the six race meetings.

Factors which will determine the outcome of each race are the odds and the going.

At the end of each meeting each punter's total is shown.

On a few of the program's lines characters are set in heavy type. This indicates that they — and the spaces in between — should be entered in INVERSE video.

●By Tom Wharton



THE RACES



```
1 REM
2 REM
3 REM
4 REM

10 CLR:CLOSE #1:OPEN #1,4,0,"K:"
20 DIM WINNER$(17),SURF$(4),S$(4)
30 DIM HOR(5),STAK(5),TOT(5)
40 DIM NAGA$(13),NAGB$(17),NAGC$(17)
50 DIM NAGD$(17),NAGE$(16),NAMA$(6)
60 DIM NAMB$(6),NAMC$(6),NAMD$(6)
70 S$="    ":REM Four Spaces
80 GOSUB 3000:REM * INSTRUCTIONS *
90 GOSUB 4000:REM * ENTER NAMES *
100 RESTORE 2000:RACE=0:FOR M=1 TO I:TOT
(M)=100:NEXT M
110 RACE=RACE+1:GRAPHICS 0
120 POKE 752,1:POKE 756,204
130 SETCOLOR 2,15,0:SETCOLOR 4,12,0
140 G=INT(RND(0)*3)+1
150 IF G=1 THEN SURF$="FIRM"
160 IF G=2 THEN SURF$="GOOD"
170 IF G=3 THEN SURF$="SOFT"
180 IF RACE=6 THEN ? "FINAL RACE"
190 IF RACE<6 THEN ? " RACE NO.";RACE
200 POSITION 18,0:? "the going is ";SURF
$
210 ?:? S$;" **  THE RUNNERS ARE  ** "
220 FOR P=1 TO 100:SOUND 0,50,10,10
230 NEXT P:SOUND 0,0,0,0
240 READ NAGA$,NAGB$,NAGC$,NAGD$,NAGE$
250 ?:? NAGA$;"Fav. EVENS prefers GOOD"
260 ?:? NAGB$;"at 2-1 prefers FIRM":?
270 ? NAGC$;"at 5-1 prefers GOOD":?
280 ? NAGD$;"at 7-1 prefers SOFT":?
290 ? NAGE$;"at 10-1 prefers FIRM":?
300 ? S$;" **  PLACE YOUR BETS  ** ":?
310 FOR N=1 TO I
320 POSITION 2,15+(INT(N*1.8))
330 ON N GOSUB 340,350,360,370:GOTO 380
340 ? NAMA$:RETURN
350 ? NAMB$:RETURN
360 ? NAMC$:RETURN
370 ? NAMD$:RETURN
380 POSITION 9,15+(INT(N*1.8)):? "has ";
CHR$(8);TOT(N)
390 NEXT N
400 FOR M=1 TO I
410 IF TOT(M)<=0 THEN STAK(M)=0:POSITION
 13,15+(INT(M*1.8)):? "gone to the dogs.
.......":GOTO 500
420 POSITION 26,15+(INT(M*1.8)):? S$
430 POSITION 20,15+(INT(M*1.8)):? "horse
?";
440 GET #1,HS:HS=HS-48:? HS:HOR(M)=HS
450 IF HOR(M)<1 OR HOR(M)>5 THEN 420
460 POSITION 33,15+(INT(M*1.8)):? S$
470 POSITION 28,15+(INT(M*1.8)):? "stake
";
480 TRAP 460:INPUT STAK:STAK(M)=STAK
490 IF STAK(M)<>INT(STAK(M)) OR STAK(M)<
0 OR STAK(M)>TOT(M) THEN 460
500 NEXT M
510 FOR N=1 TO I:TOT(N)=TOT(N)-STAK(N):N
EXT N
520 A=610:B=620:C=630:D=640:E=650
530 X=INT(RND(0)*16)+1
540 ON G GOSUB 550,570,590:GOTO 660
550 ON X GOSUB A,A,A,A,A,B,B,B,B,B,C,C,C
,D,E,E
560 RETURN
570 ON X GOSUB A,A,A,A,A,A,A,B,B,B,C,C,C
,D,D,E
580 RETURN
590 ON X GOSUB A,A,A,A,A,A,B,B,B,C,C,C,D
,D,D,E
600 RETURN
610 Y=1:WINNER$=NAGA$:RETURN
620 Y=2:WINNER$=NAGB$:RETURN
630 Y=3:WINNER$=NAGC$:RETURN
640 Y=4:WINNER$=NAGD$:RETURN
650 Y=5:WINNER$=NAGE$:RETURN
660 FOR Z=1 TO I
670 IF Y=1 AND HOR(Z)=1 THEN TOT(Z)=TOT(
Z)+STAK(Z)+STAK(Z)
680 IF Y=2 AND HOR(Z)=2 THEN TOT(Z)=TOT(
Z)+STAK(Z)+(STAK(Z)*2)
690 IF Y=3 AND HOR(Z)=3 THEN TOT(Z)=TOT(
Z)+STAK(Z)+(STAK(Z)*5)
700 IF Y=4 AND HOR(Z)=4 THEN TOT(Z)=TOT(
Z)+STAK(Z)+(STAK(Z)*7)
710 IF Y=5 AND HOR(Z)=5 THEN TOT(Z)=TOT(
Z)+STAK(Z)+(STAK(Z)*10)
720 NEXT Z
730 FOR D=1 TO 100:NEXT D
740 GRAPHICS 2:SETCOLOR 2,0,0
750 SETCOLOR 0,5,6:POSITION 6,3
760 ? #6;"under":POSITION 2,6
770 ? #6;"starters orders"
780 FOR P=225 TO 0 STEP-1
790 SOUND 0,P,10,8
800 NEXT P:SOUND 0,0,0,0
810 FOR T=0 TO 12:SOUND 0,50,50,8
820 POSITION T,3:? #6;" THEY'RE"
830 POSITION T,6:? #6;"    OFF!"
840 SOUND 0,0,0,0:FOR D=1 TO 15:NEXT  D
850 NEXT T:FOR D=1 TO 30:NEXT D
860 POSITION 12,3:? #6;S$;S$
```

a day at the races continues p70 ▶

A DAY AT THE RACES

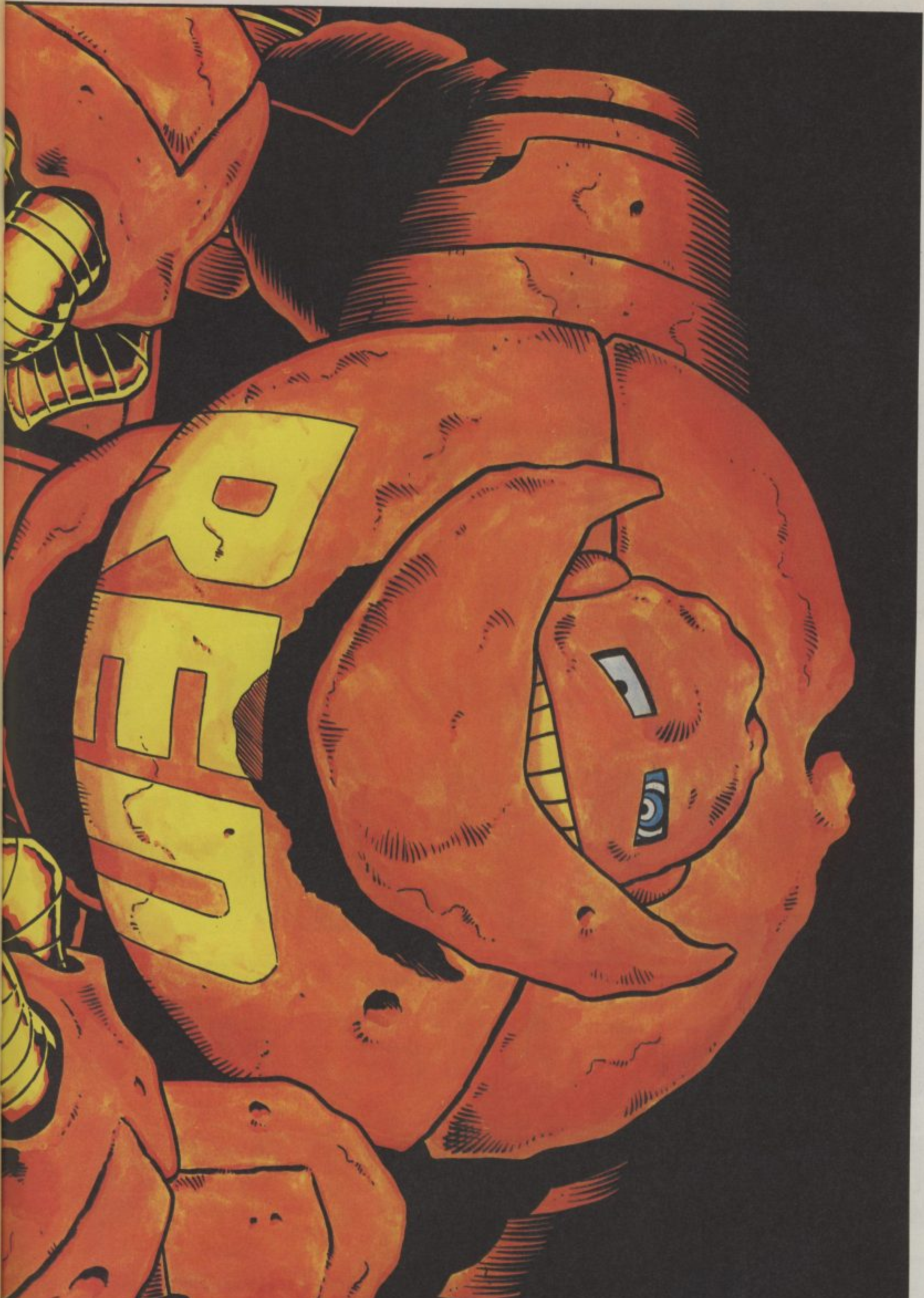
```
870 POSITION 12,6:? #6;S$;S$
880 POSITION 2,2:? #6;"the winner is"
890 FOR N=240 TO 1 STEP-3
900 SOUND 0,N,10,8:NEXT N
910 SOUND 0,0,0,0:SETCOLOR 0,Y,8
920 SETCOLOR 2,X,Y:SETCOLOR 4,X,Y
930 POSITION 2,5:? #6;WINNER$
940 FOR N=1 TO 240 STEP 3
950 SOUND 0,N,10,8
960 NEXT N
970 SOUND 0,0,0,0
980 FOR D=1 TO 200:NEXT D
990 IF RACE<6 THEN 110

1000 FOR P=1 TO 10:SOUND 0,30,10,12
1010 NEXT P:SOUND 0,0,0,0
1020 FOR P=1 TO 10:SOUND 0,50,10,10
1030 NEXT P:SOUND 0,0,0,0
1040 GRAPHICS 1:POKE 752,1
1050 SETCOLOR 2,0,4:SETCOLOR 4,Y,4:SETCO
LOR 0,12,2:POSITION 0,1
1060 ? #6; "the meeting is over"
1070 POSITION 1,5:? #6;NAMA$;" HAS ";TOT
(1)
1080 IF I>1 THEN POSITION 1,8:? #6;NAMB$
" HAS ";TOT(2)
1090 IF I>2 THEN POSITION 1,11:? #6;NAMC
$" HAS ";TOT(3)
1100 IF I=4 THEN POSITION 1,14:? #6;NAMD
$" HAS ";TOT(4)
1110 ? "Press: Restart from the beginnin
g,"
1120 ? "    or: Start again with same pun
ters,"
1130 ? "    or: To quit."
1140 GET #1,KEY
1150 KEY=KEY-81
1160 IF KEY<1 OR KEY>3 THEN 1140
1170 ON KEY GOTO 10,100,1180
1180 CLR:GRAPHICS 0:END

2000 DATA 1.BOB BOY....,2.DARK SECRET...
.,3.AFRICAN DREAM..,4.ROYAL PARADE...,5.
THE OUTSIDER..
2010 DATA 1.LIKELY LAD.,2.TROTTING TOM..
.,3.DADDYS BOY.....,4.YOUNG PRINCE...,5.
NO HOPER......
2020 DATA 1.LOCAL HERO.,2.RUNNING WILD..
.,3.AUSTRIAN STAR..,4.FINAL FLING....,5.
UNLUCKY LOSER.
2030 DATA 1.DICTATOR...,2.DISTANT COUSIN
.,3.JOEYS NIGHT....,4.OFF THE RAILS..,5.
COR BLIMEY....
2040 DATA 1.CHATTERBOX.,2.DREAMY LADY...
.,3.PERFECT CRIME..,4.BOX OF TRICKS..,5.
HOORAY HENRY..
2050 DATA 1.SOLID GOLD.,2.EASY STREET...
.,3.MOTHERS RUIN...,4.IRISH HOPE.....,5.
THE JOKER.....

3000 GRAPHICS 0:POKE 752,1
3010 SETCOLOR 2,0,4:SETCOLOR 4,6,2
3020 ? S$;S$;"** Welcome to **"
3030 ?:? S$;" *  A DAY AT THE RACES  * "
3040 ?:? S$;"The meeting contains six ra
ces,"
3050 ? "the race card is shown before ev
ery"
3060 ? "race begins."
3070 ? S$;"Study the going and the odds
and"
3080 ? "from it choose a likely winner t
hen"
3090 ? "enter its number and your stake
when"
3100 ? "prompted to do so."
3110 ? S$;"Once all bets are placed, sit
"
3120 ? "back and wait for the winner to
be"
3130 ? "announced.":?
3140 FOR D=1 TO 100:NEXT D
3150 FOR S=1 TO 15:SOUND 0,40,10,10
3160 NEXT S:SOUND 0,0,0,0
3170 RETURN

4000 ? " How many punters are there (1/4
)?"
4010 GET #1,I:I=I-48
4020 IF I<1 OR I>4 THEN 4010
4030 IF I=1 THEN ?:? "Enter your name lo
ne punter, no more  than six letters ple
ase:";:INPUT NAMA$:GOTO 4090
4040 POSITION 2,15:? "Please enter their
 names with no more than six letters per
 name....":?
4050 ? S$;"1st punters name";:INPUT NAMA
$
4060 ? S$;"   2nd punters name";:INPUT N
AMB$
4070 IF I>2 THEN ? S$;S$;"  3rd punters
name";:INPUT NAMC$
4080 IF I=4 THEN ? S$;S$;S$;" 4th punter
s name";:INPUT NAMD$
4090 POSITION 6,22:? "..PRESS ANY KEY TO
 BEGIN.."
4100 GET #1,KEY
4110 RETURN
```

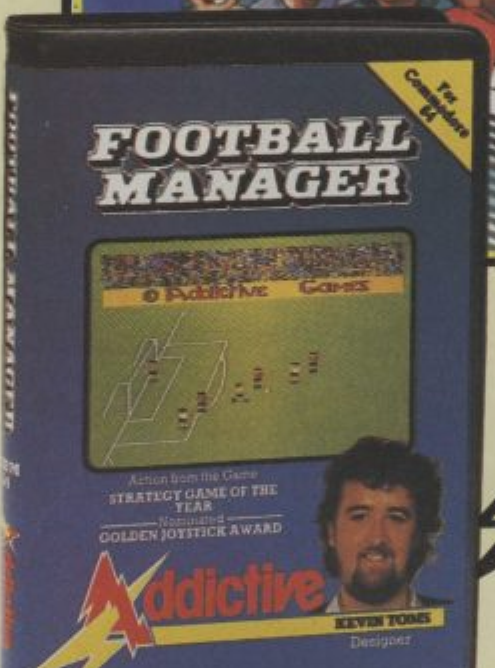



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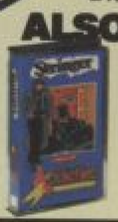
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"Absorbing and realistic – Highly recommended"
Sunday Times February, 1984

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This all-time classic is now available for the following computers:
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Stringer is an arcade adventure game in which you are a press photographer set the task of snatching a shot of a Film Star in an hotel. The game is tantalisingly playable, graphically excellent and, of course – Addictive!
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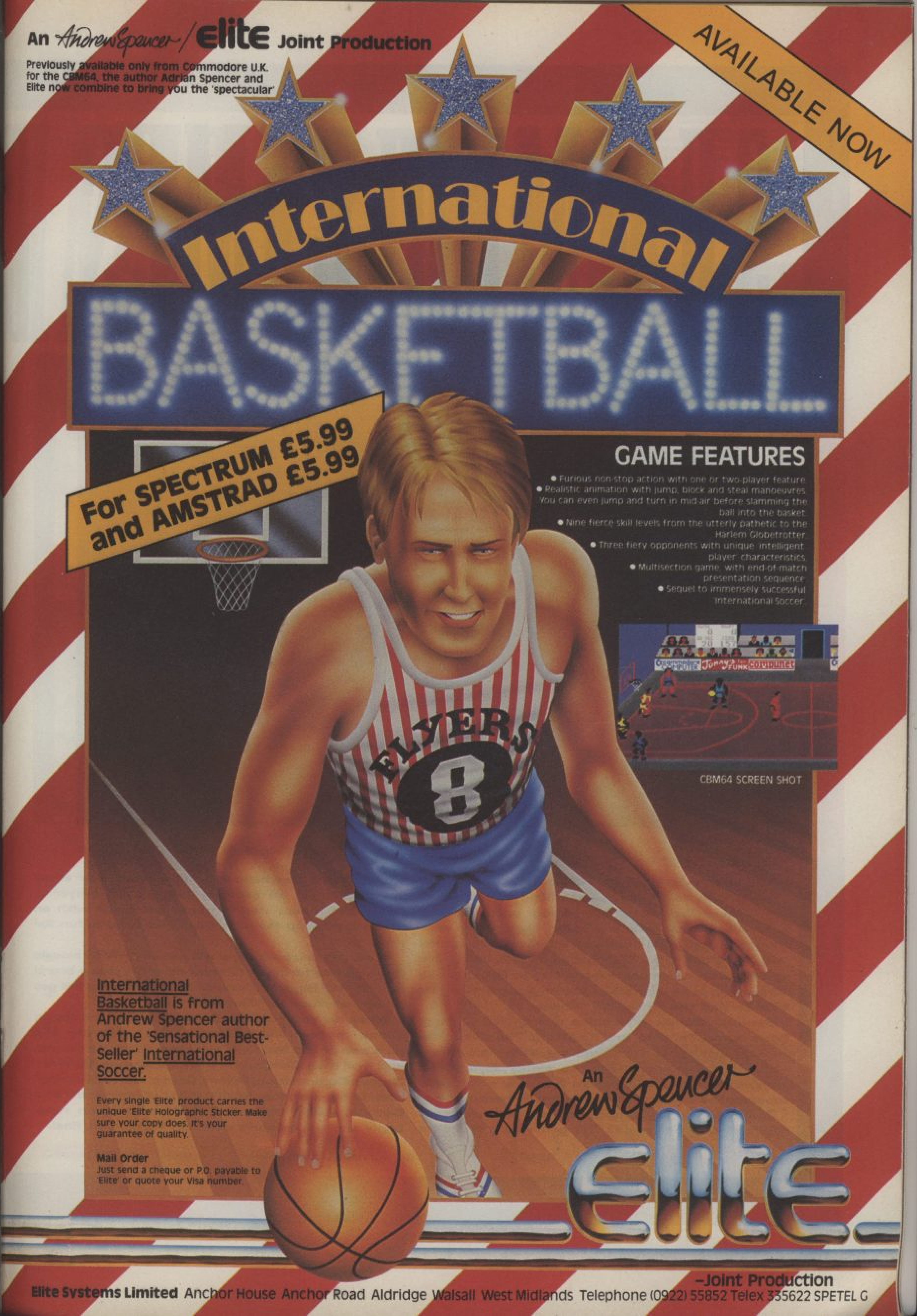
Please send me:
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☐ cassette(s) of Stringer for .... (computer)
☐ cassette(s) of Software Star for .... (computer)
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FLYERS
8
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SUMMER GAMES C



Summer Games II is THE sports simulation of the moment. You've read the rave reviews, marvelled at the amazing graphics and gasped at the realistic animation. Now here's your chance to get your hands on a copy of the game!

And not only that. Our mates at U.S. Gold have agreed to throw in some more classic Epyx games for our top prize winners — the amazing *Impossible Mission* and the incredible *Pitstop II!*

Summer Games II includes events like Cycling, Triple Jump, Fencing, and Kayaking. The aim of the game is to make your national team Olympic champions in every sport. One to eight players can compete — and the program features some neat touches like the opening and closing ceremonies.

What can you say about *Impossible Mission* that hasn't already been said? This game set a standard which others have been striving to reach ever since.

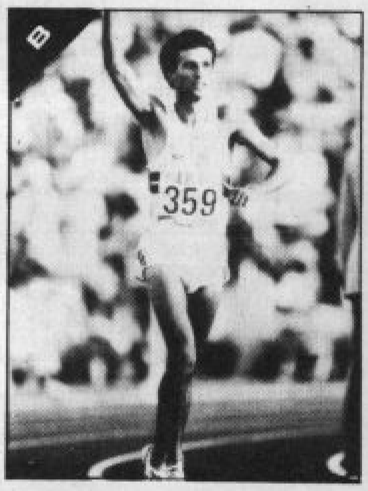
Pitstop II is an exciting two player, player v. computer motor racing game complete with an exciting pitstop feature. Fast and furious fun for race fans.

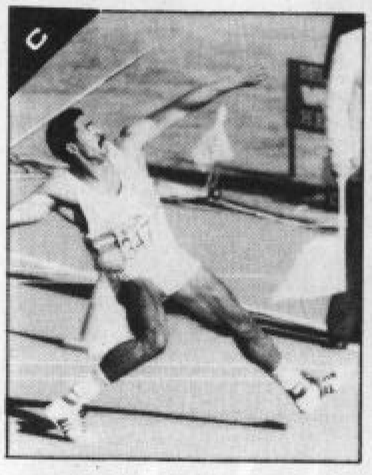
FIVE top prize winners will get all THREE classic Epyx games for their Commodore 64 plus a brand new *C+VG* Big Red t-shirt. 20 runners-up will get a copy of *Summer Games II.*

What do you have to do to get your hands on these mega-prizes? Simple. Just identify the pictures of the top U.K. athletes, fill in the coupon and mail it to *Computer + Video Games*, Summer Games Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is October 16th, normal *C+VG* competition rules apply and the editor's decision is, as ever, final.

CHALLENGE









C+VG/U.S. GOLD SUMMER GAMES II COMPETITION

I think the famous athletes are:

A ....

B ....

C ....

D ....

Name ....

Address ....

....

Cassette ☐ **Disk** ☐ **T-shirt size: Med/Large**

competition winners

• VIEW TO A KILL

• David Collier of Llandudno is the lucky winner of our View To A Kill competition and he will be receiving an Enterprise 128 computer from Domark.

25 runners up receive a t-shirt plus a single of the title music: Cathy Clarke, Co Durham; Nigel Mears, Leicester; Robert Dowle, Bristol; Steve Wood, Staffs; M Besseling, The Netherlands; P Lovelock, Essex; Nick Withey, Swindon; John P Ahmed, Hull; Stephen Bonil, Working; Darren Wilkinson, Cheshire; Rene Madsen, Denmark; N Reeves, Bristol; John Pollock, Glasgow; Richard Allen, N Ireland; Mark Beaumont, Reading; Mr A Trigg, Minsterworth; Ann Falato, London; Gary McCormack, Brighton; Lee Windle, Sheffield; Stephen Moore, W Midlands; P Soundy, Forres; A Farley, Cornwall; David Jack, Glasgow; Paul Standere, Ipswich; Martin Macey, Kent.

• SHADOWFIRE

• Nicholas Evans of Milton Keynes is the winner of our Shadowfire competition and will be receiving a framed original poster, game and T-shirt.

10 second runners up will receive the game and t-shirt. They are — Ernest Francis, Middlesex; Alan Anderson, Doncaster; Jonathan Whittingham, Chester; Craig Curtis, S Glamorgan; Tommy Robertson, N Wales; Jason Pearman, Herts; Mrs B Lomas, Devon; Martin Kennaugh, Cornwall; John Tiley, Kent; Robert Shortland, Northants.

The next 15 runners up will receive a t-shirt: Chris Collins, Staffs; Roy Melvin Warrington; Robert Bonini, Glasgow; Jason Robert, Rossington; David Swegen, Birmingham; Craig McDowell, Cheshire; Vasco Novais de Oliveira, Portugal; Ian Grafton, Sheffield; John Swift, S Yorks; John Charlton, Tyne & Wear; Nigel Pye, W Yorks; Mike Mee, London; Lloyd Wilkes, Worcester; Jason Rodyard, Cheshire; Neil Williams, Cardiff.

• AIRWOLF

• The first 10 winners in our Airwolf competition receive very special Airwolf Digital Watches. They are: Nicholas Foster, Merseyside; Anders Nordby, Norway; Raihan Khan, Whetstone; Stephen Moore, W Sussex; Mr S R Nicholson, Milton Keynes; Mr D Keham, Dorset; Stephen Choat, Essex; Reyman Zehtab-Jard, Cyprus; Per Dau Sorensen, Denmark; and Craig Curtis, S Glamorgan.

Twenty second prize winners will each receive copies of the game and a further 20 will receive posters of Airwolf.

• ELIDON

• A Commodore 64 was up for grabs in our Elidon competition and the first person out of the box with the correct answers was A Wilcockson from Derby.

Ten runners up win copies of the game: Ian Anderson, Staffs; Ian Henry, S Wales; William Church, Cornwall; Jorge F Silva, Portugal; Simon Jones, Mid Glamorgan; David Conway, Bucks; E C Jones, Coventry; Matthew Plumb, Reading; Jean-Paul Bayley, Birmingham; Craig Hilton, Staffs.

• SUPERGRAN

• Tea with SuperGran was the prize in our July competition and the lucky person who will be coming to London to meet her is Nick Withey from Swindon. Two people from the office shall be going along as well, so watch this space to find out what happened.

Ten runners up shall be receiving a t-shirt and a copy of the game.

• STAR SEEKER

• Courtesy of the people at the London Planetarium and Mirrorsoft, ten readers will be able to go and see for themselves the attractions of one of London's most famous spots:

Anthony Roberts, Gwent; Mr S Goodwin, Essex; Sebastian Richard, London; K Makwana, Rugby; David A Jones, Derbys; Steven Evans, Hants; David Fox, Sheffield; Mordechai Rabinon, Edgware; Jonathan Brough, Devon; Khon Dang, Oldham.

25 runners up each receive a copy of the Star Seeker tape.

• ROCKY HORROR SHOW

• Jonathan Whittingham is the winner of this competition and shall be receiving a copy of the LP, t-shirt and an autographed copy of the game.

20 runners up receive a copy of the game: Stephen Walsh, Kinloss; Kevin Ogden, Wisbech; Mark Morley, Newcastle upon Tyne; D A Geoghegan, London; Stephen Day, Hartwell; Richard Bentwood, Manchester; Gordon MacDonald, Glasgow; P Dunlop, Surrey; Mark Topkipsop, Yorkshire; Andrew Walton, Manchester; Miss Mariya Saul, London; D Sherwood, York; Neil Johnson, Stafford; Darren Wilshaw, Newcastle; Adam Mawdesley, Dorset; Mark Drackford, Essex; David Sejrup, Merseyside; John J Jolly, Glasgow; and someone signing himself "The Horrow Show Fan", Lincoln.

C+VG

ADVENTURE NEWS

• Watch out for the **RATS!** Yes, James Herbert's famous novel all about our furry friends is the latest book to get the computer adventure treatment. Herbert's novel has been adapted by a new development team known as Five Ways Software. Designer Andy Halliday has apparently suffered awful nightmares while working on the game — whether they were caused by the horrible nature of RATS or the pressure of deadlines we'll probably never know! Andy has also been closely involved in the development of the Lone Wolf series of adventures. The RATS should be coming your way very soon — watch these pages for their paw prints!

Coming to a *C+VG near you soon. The third Computer + Video Games* Book of Adventure! It's **FREE** with our extremely special December issue. It will be packed with Helpline Hints, plus all the latest games reviews, up to the minute adventure news and a couple of great competitions for you to enter. And it's yours for absolutely nothing. Amazing isn't it? Oh yes, for those of you who missed out on the *C+VG* Adventure Club when we launched it a while back, there will also be another chance to join up. Another good reason not to miss *Computer + Video Games.*

PIMANIA THE SUNDIAL IS REVEALED!



The Golden Sundial of Pi has been claimed and an era in computer gaming has ended.

On July 22nd 1985, **Sue Cooper** and **Lizi Newman**, both of Ilkley in Yorkshire, stood at the mouth of a horse cut into the chalk hill of High and Over, near the villages of Alfriston and Litlington, in the Sussex Downs.

As they waited, soaking wet in the pouring rain, the famous Piman clambered out from a clump of bushes and, to the strains of his own signature tune, presented the two lucky ladies with the coveted Golden Sundial. The Piman was, of course, the infamous Christian Penfold in uniform.

After drying out, the two ladies were treated to dinner at the Seven Sisters Hotel in Seaford, a couple of miles down the hill.

The successful Pimaniacs — Sue and Lizi make no bones about having been hooked on the treasure hunt — couldn't be called teenage gamesters.

Sue is a teacher at Guisley Infants School, and Lizi the proprietor of a music shop in Ilkley.

Not normally addicted to computer games, they have been playing *Pimania* since early 1983 on a Spectrum. When I asked Sue for an estimate of the number of keyboard hours they had put in, she replied: "Very little, we knew it had to be a horse fairly early on, so most of our time was spent in researching where!"

The horse clue comes from the *Pimania* map, in the shape of the constellation of Pegasus, the horse. So Sue and Lizi visited public libraries, and consulted books such as *Collins Field Guide* and *Hill Figures,* to try to decide on the correct "horse" location.

They visited quite a few, including one at Westbury, and this was their second attempt at a claim, the first being at Uffington.

The clue that pointed them to the correct geographical location was the fact that Pegasus is near the Seven Sisters of the Plough. Their search, after a misleading pointer to Cambridgeshire in the Field Guide, finally put them on to the Seven Sisters cliffs between Seaford Head and Beachy Head, near to High and Over.

However, they were not convinced that they had the right spot until they made a pre-visit the day before. They saw the large compass mounted on a pillar, close to the car-park entrance at this local beauty spot.

They also noticed the inscription of Psalm 33 on a metal plate set in stone (and adjacent to Psalm 34 in the game) nearby.

But it wasn't until they saw the view down into the Cuckmere Valley, where the river meanders to its outlet at Cuckmere Haven, that they became convinced that this was indeed the view shown in the *Pimania* graphic when looking through the telescope.

"We both got immense pleasure from the game, and the research we did leading from it," she explained. "We have learned an awful lot about our country in the process," said Sue.

What about the unlucky ones, those Pimaniacs who had gathered for the annual ritual at various spots around the countryside in vain?

"If we hadn't won the sundial, it would still have been worthwhile, for the pleasure gained from Pimania depended on how much you put into it. Other Pimaniacs, I am sure, will agree that their effort brought its own reward!"

I wasn't in Sue's good books when I spoke to her, for my July article had upset her. "It wasn't fair to suggest it was a rip-off," she protested. OK — apologies for any such implication, I take it all back.

Although I now live 20 miles away, I know the area very well, for I once lived in Seaford, less than two miles away, and my local was the Seven Sisters where Sue and Lizi dined.

There's a wonderful view from High and Over on a clear day, but although it's a local beauty spot, the horse must have been difficult to research, for it is not an ancient monument. It was created by Canadians during the First World War. It has recently been restored.

"What will you do with the prize?" I asked. "That's exactly what we're beginning to wonder, because never really thinking we would win it, we hadn't planned how we could share it!"

At the moment, the sundial is swapping mantlepieces every couple of days, and being shown off to friends and neighbours. One thing is certain, it will never be melted down and divided — Sue and Lizi are quite certain about that!

What a wonderful ending to the most talked about adventure game of all time — so far? There's GOT to be another, and I can only think of two people who could do it. Mel and Christian, get your heads together again fast! I'll never doubt you again!

The full solution to Pimania has been produced in the form of a booklet, and is available to Pimaniacs everywhere, by sending £1 to Automata, PO Box 78, Portsmouth, Hants.

REVIEWS/1

ENTHAR SEVEN

Enthar Seven is the latest adventure from Robico, and the most enjoyable and exciting that I have played to date.

BBC cassette owners — go out and buy a disk drive now. Disk owners read on, then go and buy the game!

The program comes in two formats, a twin disk pack for 40 track users, and a single floppy on 80 tracks. I played a pre-production version in the 40 track format.

On loading, a colourful title page invites you to either play the adventure, or to read other information about Robico. This is really rather good advertising, as the spare space on the program disk is filled with screen shots of other games. Inventive stuff!

A detailed introduction to *Enthar Seven* explains that you have, er ... "borrowed" a space hopper, and then realised that you can't fly it!

Things seem to be going well until the hopper's orbit around Enthar Seven begins to decay. That is the first problem. Getting off the space ship before you spiral into the planet is the second.

This is fairly easy to achieve, but when you end up in pitch darkness with just a space suit and helmet to keep you company, you realise that something is seriously wrong.

It took me about 20 minutes to sort that out, but once done, the fun really begins! The text is lengthy, interesting and incredibly atmospheric.

The game is truly huge, with 450 locations and 80 objects. I've only seen half of the objects, and cannot imagine what the rest consist of!

There is so much to say about the game in such a short space, that I'll have to give you only a brief idea of game play.

The planet is split into seven sections and by use of the teleport, instead of a clock as in ***Lords of Time***, you can jaunt around the planet, solving bits of each section before making your way back to the metal cubicle.

It seems that each section can be partially solved with objects found in that sector, before coming across a more sticky problem.

I can't guarantee this, as the author Robert O'Leary has moved some of the objects around for the final version.

Remember the ***Martian Chronicles*** by Rad Bradbury on telly, with those wonderful shots of wind-swept plains, and huge Martian constructions? This is just what comes to mind when you find yourself staggering blindly through a barren wilderness with only eight moves before you explode!

There are caverns, houses, forests, swamplands, high-security areas, a barren wilderness, vast radiation poisoned wastelands, a dried-up lake, a river, and an acid pool, and even a storyline other than your own, about the Lorvox family.

I have yet to complete the game, having done about 73%, but am determined to do so. Let's face it — I'm hooked! One part I particularly enjoyed was sneaking up on an extremely unfriendly security camera and rendering it useless — great fun!

If your input isn't understood and you repeat the same command, the program will get quite upset! This is all part of the fun, and in keeping with the humour that runs throughout the game.

LOOK AT is permissible, along with many other sentence commands. This is particularly well implemented, for if the word following LOOK AT is not understood, the general surroundings are described instead. This is a lot better than a "I can't see a ..." message.

Typing USE (always a sign of desperation!) produces a very helpful message, and SCORE produces an hilarious one!

There is good use of Mode 7 colour (which can be switched off by people who like b&w eye strain!) and the INVENTORY and LOOK commands handle objects very well; a paragraph is presented instead of a long list — even AND is inserted before the final item.

You can do some very complex things with some of the objects. For example, should you need a vacuum cleaner, and find one that doesn't work, you will have to remove the bag and repair it with another object, and attach a power cell, before you can proceed with the task in hand!

The "nuts and bolts" of the programming are good, with useful commands such as "@BUFFSAVE" which will store your current position in memory. It works like a saved game on disk, but is much faster and very useful for poor old single-drive owners like me!

Unlike another disk adventure I recently reviewed, this one doesn't "hang up" if you have the wrong disk in at any time, it simply informs you something is wrong, and asks you to insert the correct disk before continuing.

The response times are not all that fast, and the longest is 24 seconds. However, all the commands can be abbreviated, and this speeds up the access time to an average of about five seconds.

Enthar Seven comes in a very professional looking package, with an SOS card, an adventurer's notepad, and detailed instructions, all titled with Robico's smart gold on black logo.

It's available for BBC B on disk only, from Robico Software of Mid-Glamorgan, and costs £17.95 for 40 track version, £16.95 for the 80 track version.

Jim Douglas

• Personal Rating: 10 doesn't start to say it!

SUPER GRAN

This adventure is released by Tynesoft, but written by those well known characters from Adventure International, Brian Howarth and Mike Woodroffe, who recently wrote *Gremlins*.

This adventure follows very closely the format used with *Gremlins*, down to the same style split screen graphics and text display.

As I took my first steps as Super Gran, I found myself in the town of Chisleton on a quest to recover the Mayor's chain of office and a valuable art treasure, stolen by Scunner Campbell and his bunch of cronies.

With some help from a younger cousin who was really into Super Gran, I soon found myself outside Scunner Campbell's house, where cries for help were coming from an upstairs window.

This, I thought, would be the trigger that would send Super Gran leaping into action and save whoever was in distress! But absolutely nothing happened!

I just knew that somehow Super Gran could use that pole to vault up into the window, but how? I was just about to call it a day when I found VAULT POLE worked, and there I was standing inside Scunner Campbell's bedroom.

Despite the starting difficulties, all was not lost, for at this point the adventure started to show its true class. As the plot unfolds, it places one puzzle after another in your path. Finding the right answer may mean a lot of running about, and getting your timing just right.

The puzzles are of an easy level, and best suited to young adventurers or perhaps those looking for a small fun adventure to help while away a few hours. After a shaky start, I found it very enjoyable to play, even though it does not contain the type of puzzles that take months to solve.

The graphics are of the same high standard as those seen in *Gremlins*, and the text input allows for more than one command to be entered on one line. The whole thing is rounded off with a light hearted sense of humour.

Super Gran — The Adventure is available for the Spectrum, Commodore 64 and Amstrad, with full colour graphics and animation, and in text only for the BBC, Electron, and Commodore 16.

Paul Coppins

• Personal Rating: 7

ADVENTURE REVIEWS/2

TERRORMOLINOS!

Terrormolinos is the product of two twisted minds. They belong to Peter Jones and Trevor Leever, who brought you the ultimate social climbing game, *Hampstead.*

Pete and Trev, as they like to be called, enjoy a good joke and hate adventure games based on swords and sorcery. "There're so many other things people could write games about," said Pete, "But they don't!"

They also don't like computer programmers as a breed: "They all wear anoraks and have spots!"

Pete and Trev like to think of themselves as all roundmulti-media entertainers. Both have been involved in a comedy duo called the Three Ronnies, groups called The Dave — because all the band members were called Dave — and The Self-Righteous Brothers. They also produced a stunning video all about their home town of Slough. Which is where their latest game begins.

The odd couple developed the game using the Quill and then handed it over to the Melbourne House boffins to convert into machine code.

Terrormolinos is being re-programmed in machine code from the Leever and Jones *Quill*, prototype by James Byrne and Roger Taylor. Roger's own games have already been enjoyed by many. He is the author of political spoofs *Denis Through the Drinking Glass*, and *The Tebbit.*

Roger called on 17 year old James to help him out with some machine code on the BBC version of *Hampstead.*

James converted the BBC Basic program for *Denis* into 6502 code, and on this they have since based their own Adventure writing system.

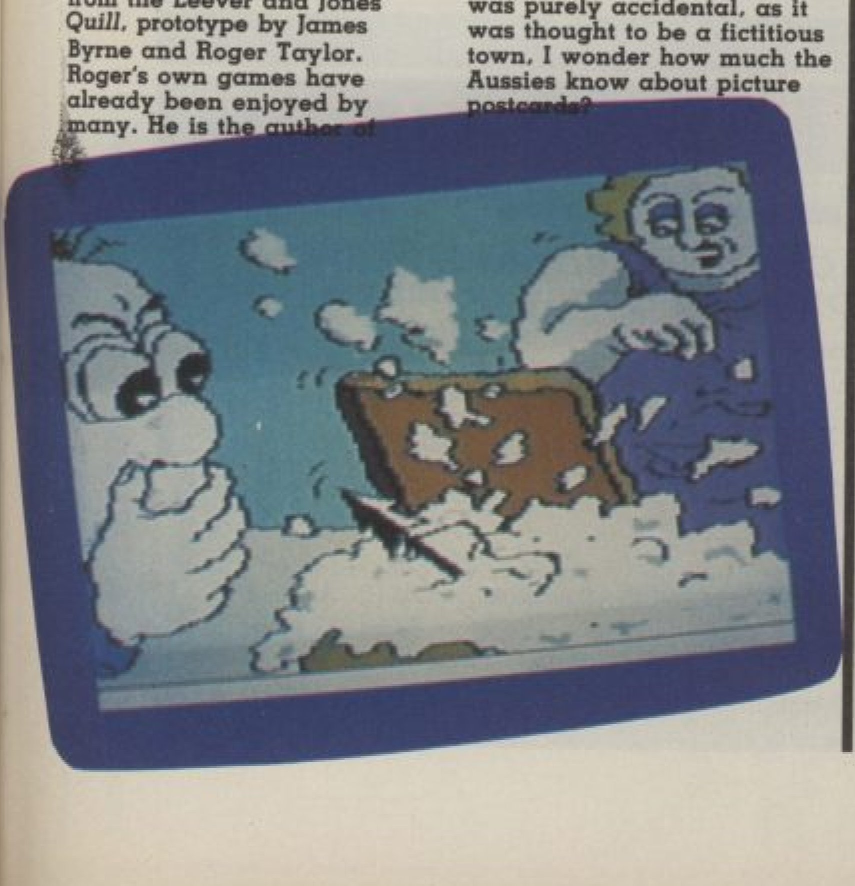
As time passed their conversion system has been refined and by the time *Terrormolinos* came up, "we had a system that worked much more efficiently than the original," said James.

Its advantage over the *Quill* is that of memory requirements, for by using compressed text and much smaller tables, space becomes available for reasonable graphics to be added.

James added: "The only real problem we can foresee is the pictures. At the time of writing, they are being designed and programmed in Australia, and no one in Britain has yet seen them. Nor do we know how much memory they will occupy!"

I always thought saucy postcard humour was essentially British, and after learning that the inclusion of "Leather Head" in *Sherlock* was purely accidental, as it was thought to be a fictitious town, I wonder how much the Aussies know about picture postcards?





Regret having taken that package holiday to Spain? Still nursing an overdose of sun and a gippy tummy? Now that the hols are over, you can relive those happy(?) moments spent with your wife Beryl and kids Ken and Doreen by visiting *Terrormolinos* — everyone's nightmare holiday resort.

Starting off in the smelly hallway of your exotic abode in Slough, it's not long before the taxi is hooting out front to take you to your holiday flight, and you're just about to miss it.

Chances are you're still packing, and trying to remember where you left the passport. There're other essentials too, such as tickets, camera — the photos, remember? — and the rest of the family. If you can find them!

Once these little problems are sorted out, and some careful planning of moves is needed to succeed, you're up and away, economy class, in a 747.

Your holiday really starts when you arrive, after a horrendous coach journey, in the Plaza of your resort. At last you can begin to relax after the hectic last minute problems back at home. Or can you?

As you enter the lobby of your chosen hotel you are greeted by a friendly Spaniard: "Many nice time is for you! Go wine-tasting, see vinegar pumps into big lorry, go to Ingelese supermarket!"

You can almost see the famous Manuel from *Fawlty Towers* time and time again as you continue through the game!

At the hotel, two of your fellow passengers, Mr Snargsby and Miss Peach, are having a whale of a time — but can you, and did you remember your swimsuit?

There's plenty to do other than bathing though — a visit to the red-light district maybe, a coach trip or two, or perhaps some souvenir hunting in the tourist quarter.

The restaurant is to be sniffed at. A typical menu might be: Hot Lancashire Pot, Patatas Fritas, Spotty Disks and Smoke Salmonella. How could you resist? As you can see, *Terrormolinos* has a lot of laughs hidden within it, but it has problems too.

I played a pre-production Spectrum version of *Terrormolinos*, written on the Quill and without graphics.

The final game will feature graphics — some of which you can see on this page. Not to be outdone by "landscaping" and "scrolling 3D graphics", the authors Trevor Leever and Peter Jones have invented the ultimate graphics system that present technology can support — Saucivision!

This enables snapshots you take during the game to develop on-screen before your very eyes, an innovative and potentially hilarious approach, since not all of the snaps are likely to turn out as you expect . . .

Terrormolinos is a fun adventure. It's only a game, but . . . not having taken my holiday at the time of writing, I'm glad it's Italy for me this year!

Keith Campbell

● Personal Rating: (so far) 8

ADVENTURE

REVIEWS/3

MORDON'S QUEST

Once in a while, along comes an adventure which halts family life for a few weeks, the sort that demands attention night and day until all its secrets are unfolded, all its locations explored, and all its treasures safely stored!

Mordon's Quest is one of that rare breed. It is a game with so much text and so many locations that it is difficult to believe that it comes on tape.

The objective, which you are called upon to fulfill by Mordon himself, should you find him, is to retrieve the seven component parts of a machine designed to perpetuate reality, which was broken up by Bostafer in a greedy attempt to gain immortality. As well as finding parts of the machine, there are treasures to be collected en route as your reward.

The game commences in a fairly ordinary house with an unusual bathroom. There are a couple of locked doors that provide frustration, and since there seems to be little of interest other than a blanket and a newspaper, outside is where the action must be. Trouble is, the weather is rather inclement and the house is enveloped in all varieties of mist, fog, and mist mixed with fog.

The adventurer is well advised to take shelter again after thoroughly exploring the exterior, for then a chink of light may appear to help the player penetrate the swirling clouds!

Arriving coldfoot in the jungle, the way leads along a twisting, turning path. As the path narrows, the plot thickens like Daddy's Sauce (and you know who is HIS favourite) as two simultaneous problems prevent onward movement for the explorer.

This is the point where one family, at least, was all set to stay up for the night, until the errant son Neil arrived home from a school trip to the Commodity Exchange — and I think the commodity was lager!

"Solve the problem, Neil!" I commanded wearing my all-powerful wizard's hat. And he did — just like that!

As well has having plenty of text, *Mordon's Quest* also has many of those deliciously funny and exciting surprises that make an adventure a pleasure to play, always interesting and never predictable.

After the brush with the little chef and his lethal cuisine, I was all set to relax for a while. But suddenly, "A muscular bronze skinned man wearing a loin cloth leaps from the trees and, holding a knife at your throat, says: "Hello ducks! You must be the new adventurer I've heard so much about."

He goes on to demand that I guess who is the king of the jungle — three wronguns and it's heads he wins! "The lion!" I reply confidently. "Not in THIS jungle he isn't!" says Tarzan.

On and on through the jungle, and soon the adventure appears to close up at a dead end. But something quite revolutionary lies in wait, pointed to by an apparent flaw in directional logic.

Before long I was applying some pressure to the problem, and was soon enjoying a refreshing if dangerous swim, and exploring a complex of metallic corridors.

A nice feature is that the player is allowed six lives, so if killed through some foolhardy deed, the game can be continued from that point just as if it had been saved.

There are over 150 locations in this text only game, and all of them well described. Although not all are useful by way of being essential to the problems, they do contribute to a very realistic atmosphere, painting the picture far more effectively than any graphics could do. Oh happy purist!

The response is machine-code fast, and the vocabulary large. Over 400 words are claimed. Most commands can be of two words only, but some full sentences are possible too, although I have the feeling that the trailing words are stripped off and the sense derived from the first two.

This leads me to my only criticism — the replies, or some of them. If neither word of a command is recognised, then the computer will reply PARDON? If one word is recognised and the other is not, then the reply is YOU CAN'T.

Since this is also the reply to fully valid commands that are invalid actions in the game, it becomes a little confusing in trying to sort out whether it is the intended action that is not possible, or whether different vocabulary is required.

HELP always produces TRY DRAWING A MAP, and would best be removed altogether, for it is rarely want of a map that halts an adventurer's progress!

Mordon's Quest is an exciting and humourous adventure with a range of problems from the "think a bit" to the "head banger" variety.

It is from Melbourne House, and available for 48K Spectrum, Amstrad and Commodore 64, priced £6.95. A very reasonable price for an adventure of this quality. I have no hesitation in recommending it to hardened adventurers.

Oh, and by the way — if you still can't unlock that door south of the landing, don't worry! You may have better luck in *Bostafer's Revenge*, the sequel which is promised shortly, and which you're sure to want after playing this one!

● **Personal Rating: 10**

Keith Campbell

AND NOW WIN A COPY!!!

Melbourne House are offering 30 copies of *Mordon's Quest* to *Computer + Video Games* Adventurers, absolutely free! To win one of these coveted prizes, simply answer the questions on the form, and send it to **Computer + Video Games, Mordon's Quest Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU** to arrive no later than **October 16th**. The first 10 correct solutions opened on 17th October from Spectrum, Amstrad and Commodore owners respectively, will receive a free copy of *Mordon's Quest.*

THE QUESTIONS

1. Name the famous Melbourne House adventure featuring Thorin and Gandalf:

2. What arcade game featuring Karate was released by Melbourne House during the summer:

3. What doctor featured as the companion to a famous detective in a Melbourne House adventure released last year?

4. Name a famous heath near London that lends its name to a spoof adventure game for people who wish to climb the social ladder?

C&VG/MELBOURNE HOUSE MORDON'S QUEST COMPETITION

My answers are:

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SOCVG1309

ADVENTURE

REVIEWS/4

CASTLE DRACULA

This is a light hearted little adventure, with simple but entertaining problems. The local town is being terrorised, you must get into the castle and finish off the bloodsucker.

The author, with questionable wisdom, has decided that only three letters of each command shall be accepted. This is fine, but it makes it hard for the player to decide whether it is possible to FEED or to FEEL!

Unfortunately there is a rather tragic error in the program. The first hint appeared when I was told: MISTAKE AT LINE 10, but when I pressed the key, the message HA HA, THAT HAD YOU WORRIED! was shown, and the game resumed. All very clever, until the game had been in progress for some time, when a relatively simple command LOOK produced: TOO MANY FORs AT LINE nnn.

"Ho hum," I thought, and hit a key. Imagine my horror to find that this was a bona-fide, 24 carat, 100%, grade A ERROR!

Now, being a true adventurer, I tried to cheat! The listing has been tampered with, however, to prevent more than a few consecutive lines to be viewed, and my attempts to correct the errors were fruitless. I can't really explain why the faults occur, and they are seemingly at random.

Once, after only one move, I received TYPE MISMATCH AT LINE nnn. After receiving such a message the only way to play on, is to reload, a tiresome task.

There are various errors which do not bring the game to a screaming halt, but are errors in the logic. For example, after entering the castle and having the portcullis slam down behind you — a la *Castle of Riddles* — it is quite possible to lower a rope and climb down outside the castle, then walk back in through the closed portcullis!

These problems seem to be all the more sad when you take into account that the game itself is really rather good.

There are some truly gruesome puns, and some quite exciting moments. There are three mazes of the drop-an-item variety, and some very interesting puzzle objects. Having seen only about 75% of the locations — I spent too much time having to reload! — I can't really tell you about the ending, except to say that it looks fun. Yes, I managed to cheat a little!

Jim Douglas

● Personal rating: 7 (for a working copy). 1 for one like mine!

RED MOON

"Once upon a time, when the moon was still red, there lived a magician. He, or she, for you can never be quite sure when sorcery is involved, was not the best magician in the world. But it was already the age of failing powers, when simple spells worked best. This is the tale of how that magician kept Magik alive."

Another near classic storyline has been manipulated and turned into an excellent adventure by the Level 9 crew.

This adventure concerns a time when Magik was still rife in the world, a time when the moon was red and filled the plains of earth with a mystical radiance.

Unfortunately, the moon has since lost its splendour, and Magik has faded from the earth. A few magicians, though, constructed the Moon Crystal, which radiates Magik all around Baskalos, but it has been stolen and it is your task to find it and replace it in its cradle in the Moon Tower.

The use of Magik is necessary to complete various parts of the game, and you are thus equipped with a number of spells, and a list of their functions.

For example, to use the FIND spell you need a lamp, or the Magik has no point to focus.

It is well known that iron prevents the use of Magik, and this point has not been overlooked either.

The adventure hots up when you find yourself inside a cave system which leads inside an abandoned castle. As you enter the pothole, something hisses SATARH and, going down to investigate, I found myself face to face with giants, the wizard Ziix (who is quite a coward) and an enormous rat.

As with all the latest Level 9 adventures, this one contains graphics for all locations and, considering there are over 200 locations, that makes for a lot of pictures!

With so many of them you might expect the text to be somewhat limited, but it is more than adequate. The quality of the graphics is fairly high, too, although they do tend to become somewhat repetitive.

This game MUST rate as the best adventure I have played this year. It is streets ahead of Level 9's previous games, and they are good enough! I can't wait to see what they will produce when they start writing games for disk users!

Simon Marsh

● Personal Rating: 10

BOOKS

CASTLES AND KINGDOMS

By Bob Liddil
Virgin Books/£5.99

Castles and Kingdoms contains 15 adventure listings in Basic for the Commodore 64. Each adventure is complete in itself, and the collection is loosely tied together under the theme of Graylock lore, set in the mythical kingdom of Graylock.

The titles, most of which are written by Dan and Ed Gaggiani, range from The Brass Helm through Revenge of Balrog, to The Blue-Eyed Thief.

The listings are clearly printed with double spacing, and are so legible as to be as easy to enter as you are ever likely to find. Being for the Commodore, the lines are short (the maximum length of a program line on the Commodore is 80 characters) and they are uncomplicated with the word ELSE, a powerful word unknown to this computer.

The presentation is on near A4 size pages of good quality paper, and each game comes complete with a short introduction to its scenario.

Veteran **C&VG** readers (are you still there, Bill Stanton?) may think this sounds vaguely familiar, and so they might.

I was very much reminded of **The Captain 80 Book of Basic Adventures** (reviewed February 1983) so I dug out the said work and discovered that the author of both books is Robert/Bob Liddil.

Two of the games in **Castles and Kingdoms** (Revenge of Balrog, and Fortress at Time's End) are translations from original TRS-80 adventures by Don and Freda Boner, in **Captain 80.**

If adventures are your game, the Commodore 64 your computer, and you're happy to type in listings to save a bob or two, then this book will keep you happily occupied during the winter months!

Keith Campbell

THE AMSTRAD PENTACLE ADVENTURE CREATOR

By Clive Gifford
Interface Publications/£2.99

Not an adventure game, but a book consisting mainly of the adventure generator program listing in Basic. The program allows the user to enter location and object descriptions, together with exits, monsters, strength etc.

The would-be adventure writer is given options to specify the number of locked doors between locations and where they are to be placed, the player's starting strength and the weight of each object. Many monsters must be killed and treasures collected before the game is won. An object can be classified as weapon, treasure or unlocking device if desired. There is also a magic word facility and a jump command that can rapidly transport the player to a remote location.

Valid verbs are built into the program and are rather limited in scope. They consist of Take, Drop, Lock, Unlock, Kill, Wait, Read, Help, Quit, Inventory, Score, and Jump, so it can be seen that a game built using this program will consist mainly of fighting monsters and not contain subtle problems.

The creator listing is accompanied with instructions on how to use it and some advice on how to get the most out of it. A sample adventure is provided in data form that can be input to the program.

The print used for the listing is quite large and easily legible, so it should not deter those who have the patience to type in relatively long listings. The textual part of this book is well written and easy to follow.

I think the **Amstrad Pentacle Adventure Creator** represents good value at £2.99.

Keith Campbell

C+VG ADVENTURE HELPLINE

In his penthouse apartment in the IDEAs Central building Keith Campbell, one of the few survivors of the corporate purges which swept throught the software industry when the IDEAs Corp was establishing itself, busies himself with an intricate and time consuming task. His job is to collect and collate all the data relevant to adventure games and dispense words of wisdom to people with problems. Using his vast database and his IDEAs Corp mainframe Keith supplies adventure addicts with instant cures for insomnia and other related diseases. Here is the latest print-out from the top floor . . .

HANDS ACROSS THE WATER

Marco van Slageren, from Amsterdam, has been on an interplanetary tour from Sonex to Darten, via Jubilex, Brenon 1, Earth, Koranth and Metropolis.

He needs sols from Darten to buy fuel to reach Valkyron, and can't find any! And he's a bit upset by a man on Sonex who keeps throwing him out of his house! He's trying to trace someone who can help with **The Tracer Sanction.**

Marco Pendino writes from Milan with some clues and a plea. On Titan, in **Gruds in Space,** he has the box and bomb — what shall he do next?

A message from Norway brings news of **Message from Andromeda.** You can't open the plate in the mirror room, but if you point the rod at it something will happen. "It seems to be an ultrasonic key,"'explains Jan Tore Nordeng of Bardufoss. Interesting eh?

Sending in some tips on **Eureka,** Matthew Fletcher of Gloucester, who has solved all five adventures, says he is no nearer to that elusive phone number!

Is there anyone out there who has not solved the adventures, but has any ideas how to go about obtaining the number, asks Matthew? Hurry if you have, for time is running out!

"Catface" from Bexley asks: "Is there a bug in Commodore **Eureka** Arthurian? He can't get back from the abbey, and wonders if he is just paranoid?

Tim Hughes is bursting with good adventure ideas, but admits he has no skill in programming. Is there anyone living near his home in Dovecot, Liverpool, who can knock out a bit of code with ease, and would like to join forces with him?

C. Smith of Wigan wants a small loaf from the grocer's and some way of illuminating his shelter in **Ground Zero,** as he keeps tripping up.

Please tell us someone, please, in **Pub Quest,** how do you cross the road?

Geoffrey Pickard of Great Mistley, Basildon, sent in a map of **Twin Kingdom Valley.** "I'm going to send some of my maps to Tony Bridge. . ." adds Geoff, not wanting to put his eggs all in one basket! You traitor Geoffrey! And you dare to ask for a t-shirt! Well I hope it doesn't fit!

"My plea, beg, demand, request, appeal, desire is that you exercise your considerable influence over Pete Austin and the all-seeing Mr Scott the first, to produce their adventures on CARTRIDGE! It would make them so much quicker to load, and stop (almost) pirating."

I don't know about my influence, I think the great god Market Forces might be a little stronger somehow, for who would buy it in preference to a tape? After all, people wouldn't be able to 'swap' a copy with their friends, would they? Come on. I know you're all at it!

TALES OF ANCIENT BUGS

Troubled in **Tir Na Nog?** The complete solution is hampered by an error, writes Andrew Hartley of Carnforth. The ancient script found in the library has an error in the inscription. When decoded it should read CROSS ROAD TEN N.

Craig Davis was recently stuck trying to unblock the ice tunnel in **Pharoah's Tomb.** Rainer Fuchs of Frankfurt writes: "Although the description tells us that there is a tunnel, I doubt that it really exists.

"You can move freely south, west and down. Of course, you can melt the ice, but that doesn't seem to have any effect, and is unnecessary to solve the adventure.

"By the way, you asked what we, the readers, think of your hints. I like them the way they are — not too easy so there remains some work to be done!"

In answer to Robert Robinson who was troubled by a possible bug in **Eureka,** Glen Terlouw of Ridderkerk in Holland writes: "No, your tape is OK. There is no error that stops you completing the game, but it will not help to walk through the village quickly — you need an object from there."

HELP!

Got a problem? Don't suffer in silence. Write to Keith Campbell's Adventure Helpline, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

The Adventure Helpline (tm) is a service provided by the IDEAs Corp.

Werner is an Austrian student who has several adventures behind him, and if I could decipher his signature, I could tell you his surname! Having solved such classics as **Claymorgue Castle, Knight's Quest,** and **Kentilla,** he claims he finds difficulty playing in English. "But," he says, "I feel that English is probably the best language for adventures because German would be too complicated."

Werner comes up with his own method of ranking adventures. **Claymorgue** has 40 "genuine riddles" and is one of the best after **Knight's Quest** (55) and **Kentilla** (43) although his favourites are the Mysterious Adventures (riddle average 22) **Hulk,** he says, was disappointing as it only had 16!

Now before anyone suggests that we use his method to rate games instead of our "personal rating" system, just remember that, using this method, the game must be completed before

it can be judged! That might not be a bad thing, but would you only want one review in each issue?

LEATHERHEAD TIMETABLE

Last month we left **Sherlock** sleuth Paul Wadsworth waiting in vain for the 11.15 from Leatherhead to King's Cross. How come the two Cunningham brothers are so brainy he asked.

Seems like they forgot the exact time of the train when they wrote up the solution, for Paul Cunningham wrote to explain that the required train has now been re-scheduled to run at about 10.45!

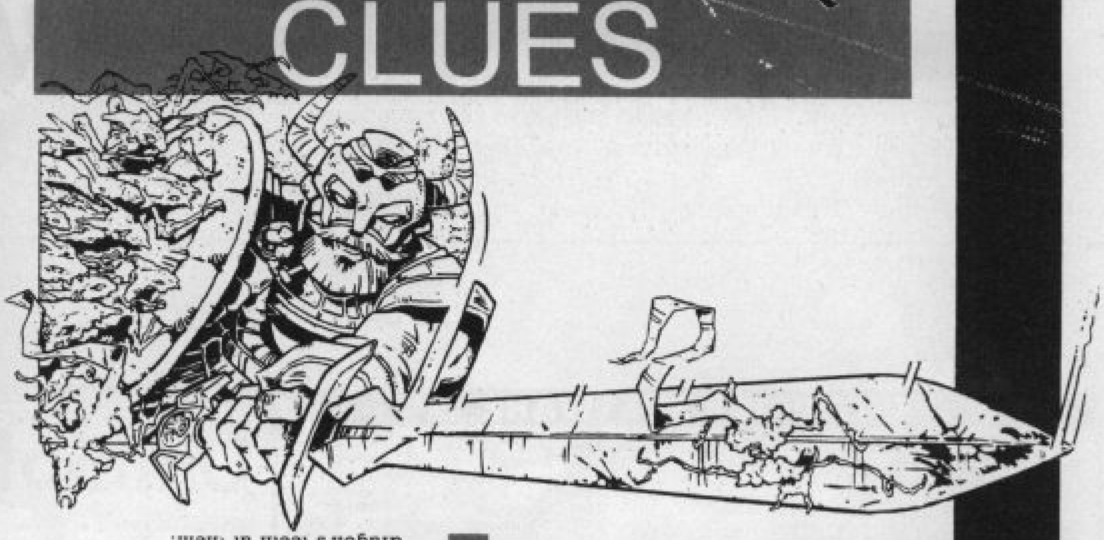
Paul is getting all geared up for the next biggy — **Lord of the Rings!** Melbourne House promised Paul and David a free copy on hearing of their success with **Sherlock.**

So Paul and a friend are reading the books in preparation, although they admit to finding it pretty hard going. "I'm sure it will help with the game later though," claims Paul, but adds: "My brother David won't be helping with this one. The trouble is, he always loses interest when the problems start to get difficult!"

SELECTED SEDATIVES

Thanks for the help this month, to: Andrew Hartley of Carnforth, Marco Pendini of Milan, Nick Phillips of Merton Park, Don MacLeod of Dingwall, Debra Long of Cheam, Ann Martin of Arisaig, Karen Steven of Brecon, Lenny Shuttleworth of Orpington, Scott Cowan of Hamilton, M. Criddle of Bexley, Glen Terlouw of Ridderkerk, K. Taylor of Brecon, Timothy Smith of Colwyn Bay, and Eddie Callaghan of Birmingham. Plus, of course, ourselves!

ADVENTURE CLUES



EUREKA
ARTHURIAN: You cannot enter the village until the man in black has been killed in the woods.
CARIBBEAN: In the crusher? Do nothing until reduced to one third, then use pump. The way off the conveyor belt is E E U W JUMP.
GERMAN: To pass the guard who shouts *HEIDI*, make sure that you are carrying one, and wear the uniform! Being generous with cigarettes at bedtime could help stain a blanket.
ROMAN: Distract Nero by lighting a fire under this bedroom window, then nip into the palace via the secret passage to get the Talisman.

ADVENTURE QUEST:
If the Djinn is troubling you, just blow your troubles away!

AFRICAN SAFARI:
Don't take the iron bar on the boat to avoid a lightning strike.

RETURN TO EDEN:
To avoid being thrown off the auto-scythe, get off before it dumps its load. Climb the weeder after it unloads, for a free ride through the (deadly) wheatfield.

HOBBIT:
Get caught by goblins to find the small curious key.

AZTEC TOMB:
Cross the river by dropping the plank. Not found it? Try to aspire to great heights!

FANTASIA DIAMOND:
For a musical opening, make sure the musicians have the tools of their trade, and some music to play!

TIR NA NOG:
If touched by a Sidhe, press SYMBOL SHIFT 6 at once, and repeat if necessary, to restart the game from the current position. The Sidhe are put in their place if Cuchlainn is carrying two or more weapons. By selecting one of them and lunging at the Sidhe's advance, it is dissipated for a few seconds.

QUEST:
If yours is a 40 foot two-headed problem, just say YES and SWORD! No more! Examine the globe of light for an aMACEing experience!

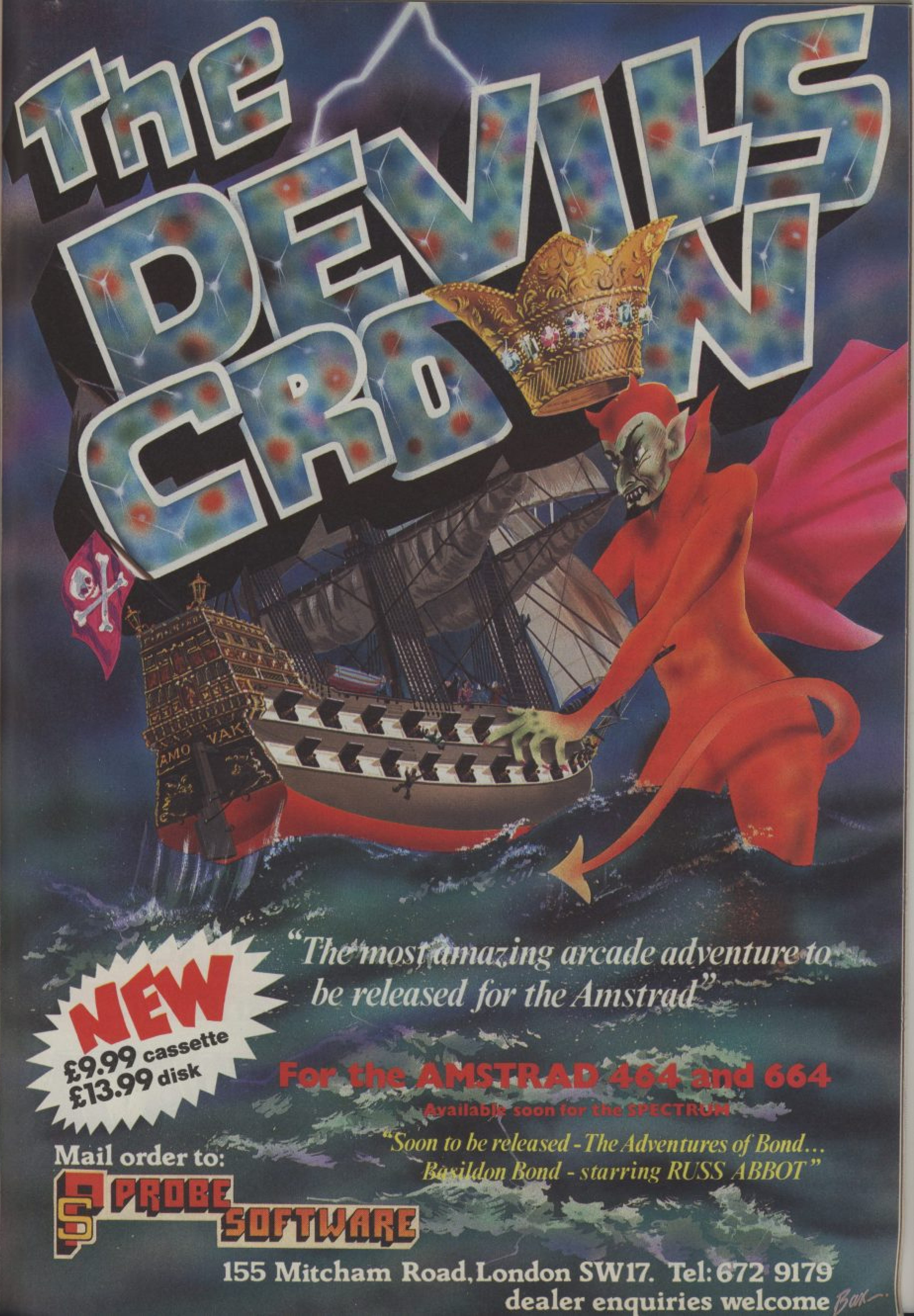
CASTLE OF TERROR:
For a maiden, push brick by skeleton, and on up to the banqueting hall. Throw the rope across the pit. (Did you forget to bring it from the mill?) After you have bought the old man a drink, it's not your round any more, so hang about awhile... More than you thirst may be quenched!

VALKYRIE 17:
A key is needed to enter Room 20, get it from the blonde. A strong vest is useful to avoid sniper fire.

SHERLOCK:
You can only get to Old Mill Road when taken for a free ride, and that comes right at the end!

ZIM ZALA BIM:
Flint and plank are not useful.

SPHINX:
To pass the goblins, throw the dragon's teeth at them.


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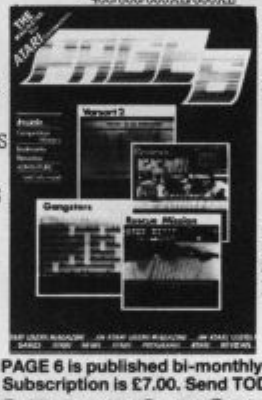
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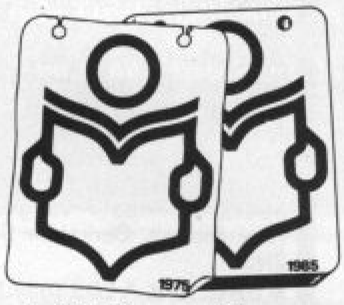
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• TI994A FOR SALE computer, joysticks, cassette, leads, manual and twelve games including Parsec, Football, Golf and Chess. All in good condition. Selling at £135 ono. Phone 0602 2410.

• SONY HITBIT MSX computer excellent condition including data recorder, joystick, manuals, magazines, software worth £200 including Manic Miner, Jetset Willy, Blagger, Maxima etc + cartridge games. Fully boxed overall cost £500 sell for £260 ono. Call David on 0602 653563 or write to 5, The Grove, Calverton, Nottingham NG14 6PG.

• ALPHACOM 32 printer with paper, excellent condition for sale with any Spectrum £30 ono. Write to J. O. Kirk, Highfield, Eastgate, Sleaford, Lincs NG34 7EE. Phone (0529) 303133.

• ATARI 600XL, 1010 recorder, joystick, £80 worth of games, programs, excellent condition, worth when new £350, sell for £149. Telephone Hook Norton, 737714. Near Banbury, Oxfordshire.

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• ATTENTION CBM 64 owners! I want to swap software on disk. Send your list to Janne Nieminen, Petkeltie 4D 122, 20540 Turku 54, Finland. All letters will be answered! Hurry Up!

• COMMODORE 64 software to swap. I have many titles from England, USA and Holland. Phone 01 715427 ask for Henrik or send a list to Henrik Lassen, Roskildevej 134 TTV 2500 Valby, Denmark.

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★ ARCA

Clare Edgeley, IDEAs Corporation's arcade spy, regularly brings you news from the public gaming booths in C+VG. This issue she reports on a terrific new *Defender* clone called *Nemesis* — plus a video love story for those of you who like a game with added kicks!



● TOP GEAR

Universal's *Top Gear* is a racing game which wouldn't even complete a practice lap if in competition with *Pole Position*.

There are two laps to choose from. If you are really good, you will be able to go round each lap twice — and all for 20 pence. But, you are more likely to end up in a ditch at the first bend!

In *Pole Position* and other racing games of that calibre, it is quite easy to hold the road when cornering but no amount of practice will prepare you for *Top Gear*. The steering wheel seems to have no connection with the wheels. A flick of the wrist is likely to send the car careering all over the road and into a noticeboard instead of cruising coolly past an opponent. Trying to overtake other cars is hair-raising!

The track is futuristic. Once out of a cityscape, it tends to rise and fall in a most unnatural way. One moment you are waving to the seagulls and the next plunging back to earth and level ground. The track sometimes seems to be suspended in mid-air.

Racing to the top of an enormous hill you come across is not a good idea. There is a blind spot at the top and you will probably run straight into the back of another car.

Tunnels can be chaotic. Care must be taken not to drive into walls by mistake. It's easy to do and you'll end up as a small explosion — *Pole Position* style.

If you've got money to spare and you're keen on racing games, don't waste it on this one. A dodgem car is much more fun!

● NEMESIS

A crowd at one end of the arcade can mean only one of two things. Either someone has fainted or a new game has just arrived.

Konami's *Nemesis* is one of those crowd pullers. To play, I had to join the queue, jingling 30p noisily along with everyone else to show I meant business. Eventually my turn came and, watched by a horde of experienced players, I proceeded to dispatch all my space ships in the shortest possible time.

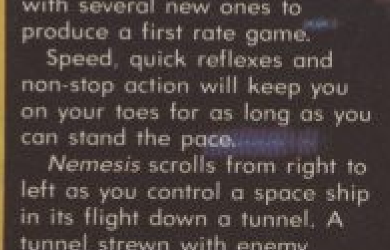
I was under the impression that the days of *Defender* were long gone. Yet *Nemesis* has taken the best features from *Defender* and combined them with several new ones to produce a first rate game.

Speed, quick reflexes and non-stop action will keep you on your toes for as long as you can stand the pace.

Nemesis scrolls from right to left as you control a space ship in its flight down a tunnel. A tunnel strewn with enemy strongholds and floating aliens. Gone are the humanoids — just shoot anything that moves and stationary objects as well. Your aim seems to be to get from one end to the other unscathed.

Shades of *Gyrus* float into the game with strings of swirling aliens whizzing round the screen which must be shot to pick up extra points. If you manage to knock off the whole string, a burning fireball is left behind which should be collected.

Your plane banks as you move up and down and you can accelerate, hover and move backwards to a certain degree, though not turn round and fly in the opposite direction.





The first real obstacle you'll meet is a massive floating rock with only a small space to squeeze round. This fires bolts of lasers, five at a time which must be dodged — tricky, as there are other nasties to avoid and shoot as well. There is barely enough time to breathe before you come across a pair of volcanoes. Don't fly past, hover between the two and wait a few moments.

They'll wake up in unison and fling great balls of lava into the tunnel.

You can shoot at these but your best bet is to hide high in the ceiling and pray you don't get hit.

A huge space ship — exactly like *Star Wars'* Millenium Falcon — rises from the valley and proceeds to spit out lasers in the same manner as the rock.

To blow up the space ship, dodge the lasers and try to fire directly into the mouth of the craft. It's difficult but possible, and after several direct hits it will blow up.

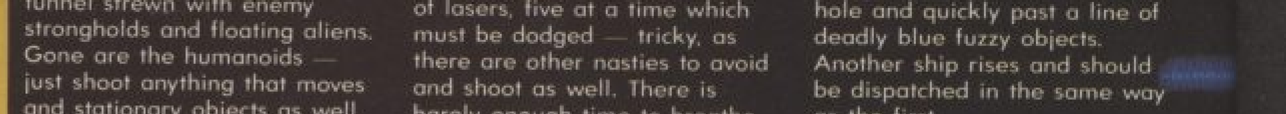
Another fleet of aliens — stationary, swirling and just plain old flying ones — come next and then onto a rock-like formation which you must blast your way through. More points are scored for blasting the many guns that lie in wait and which swivel towards you with unnerving accuracy. Onto a pink wall of marbles through which you will have to knock a hole and quickly past a line of deadly blue fuzzy objects. Another ship rises and should be dispatched in the same way as the first.

There's no chance to rest — you're rushed from one deathtrap to another as the objects get harder to bypass.

Colin Ho, 18, from London spent over £20.00 with a friend in three days to get this far into the game, and there's more to come. "It's unique," says Colin. "I think this is the first game that allows you to choose your weapons. Multiple weapons are the best as they multiply your firepower."

A grid along the bottom of the screen has boxes which light up as you progress. Whenever the box with the weapon of your choice lights up just press a button and you will be armed with shields, double lasers or missiles.

Nemesis is one of the most addictive games I've seen for a long time. *Defender* fanatics have the upper hand as they are already used to the style of play but anyone can learn it easily.



ADE ACTION

• MY HERO!

Sega's latest game apparently has two names — and both are singularly inappropriate. Walking into an arcade, I decided to play *My Hero* as billed by the machine's artwork, but after putting in the money the screen display declared *Love Passion*! (*Sensitive readers stop here! Ed.*)

Of the two, I prefer *Love Passion* — mostly because there isn't a single sign of it, though presumably if you get to the end of the game the hero Takashi might receive a tender kiss from his kidnapped girlfriend Mari.

This game is for the chivalrous and for those who have longed to battle against a bunch of toughs to protect the girl you love! A word of warning. Practice first — it's a lot harder being a knight in shining armour than you think.

Back to the game. Takashi and Mari are walking hand in hand down a street when she is suddenly torn from his grasp by a bunch of tip-toeing hoodlums, dressed in black trousers and black and white striped prison shirts in the manner of kidnappers everywhere.

Takashi, after stopping to gape for a second, decides to give chase. This is where you come in. *My Hero* turns out to be another of those martial arts games which have mushroomed in the arcades since the success of *Karate Champ*.

Single handed, Takashi must take on all the gangsters and ultimately The Boss before being reunited with Mari.

You can punch, kick, leap into the air and generally behave like Bruce Lee to outwit the baddies.

The baddies have the advantage of numbers and generally attack in threes — there's barely time to recover your breath before the next lot approach. They also fight dirty.

Lurking in the buildings above the street, they lie in wait to drop a bottle or some other object onto your head. If you are quick enough and see these coming, you can dodge or kick them out of the way but it's curtains for you if they hit their target. More often than not, you'll end up flat on your back overwhelmed by the opposition. I got nowhere near The Boss!





• CITY CONNECTION

Every arcade has a mixture of interesting and silly games. Some are saved from total obscurity as, despite a weak story line, the game itself is challenging. I wish I could say the same for Jaleco's latest offering.

No amount of jazzing up will make *City Connection* anything but boring. However there are some compensations, it does allow you to see the world's famous cities in Clarice, a flying Mini Metro!

The idea is to drive up and down highways, autobahns and motorways, bumping police cars off the roads by tossing the odd oil can into the air.

Start off point for this highly unexciting game is Manhattan, New York. Travelling past a back drop of skyscrapers, down a three lane highway — the lanes are stacked one on top of the other — run over any oil cans you come across.

As soon as you have one, press a button and it will take to the air, hopefully hitting a police car before disappearing off the edge of the screen.

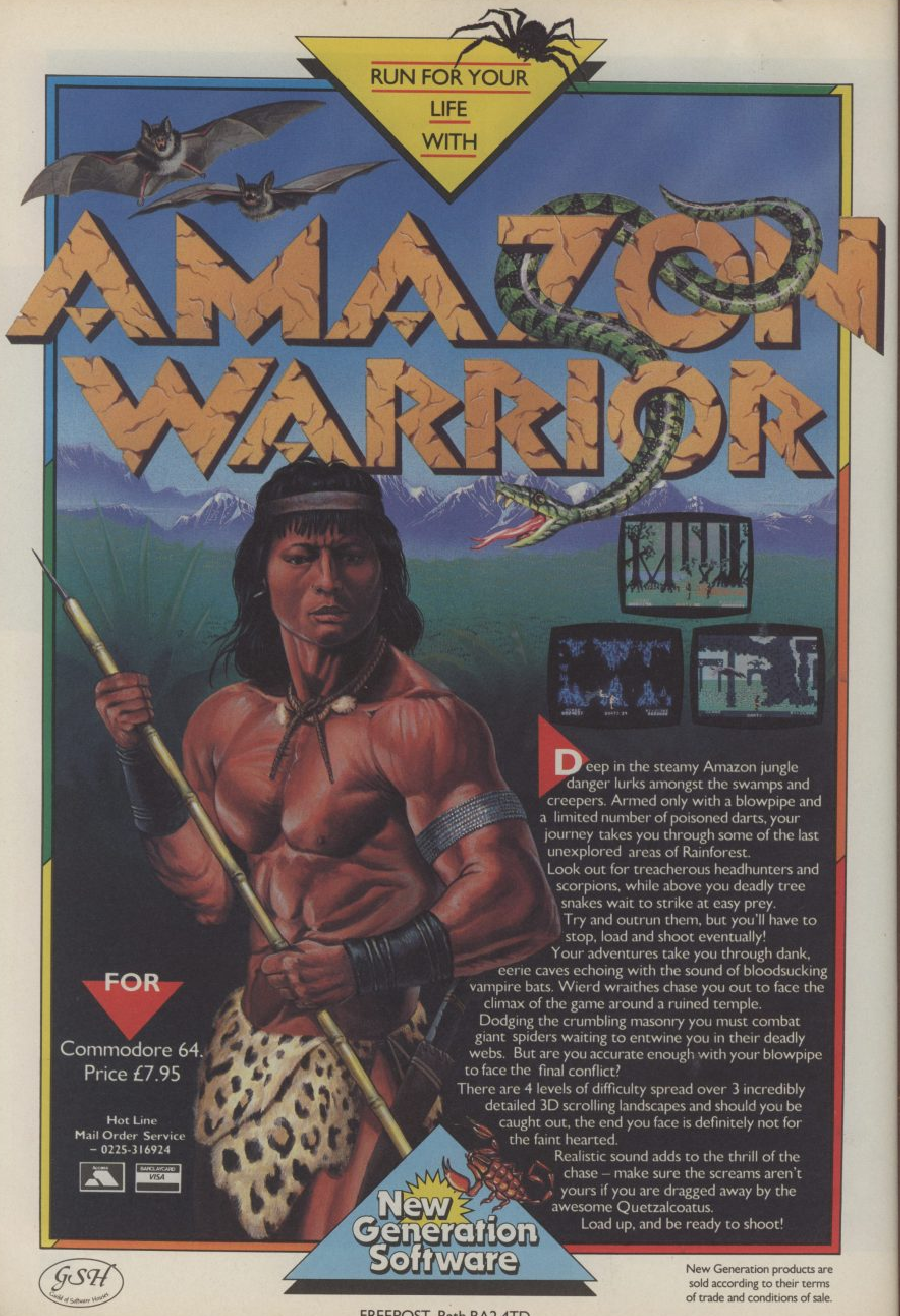
The police driver then spins out of control — probably with surprise at being hit by a can of beans from a passing Metro. This is your big moment — drive up behind and nudge it off the road. Onto the next car.

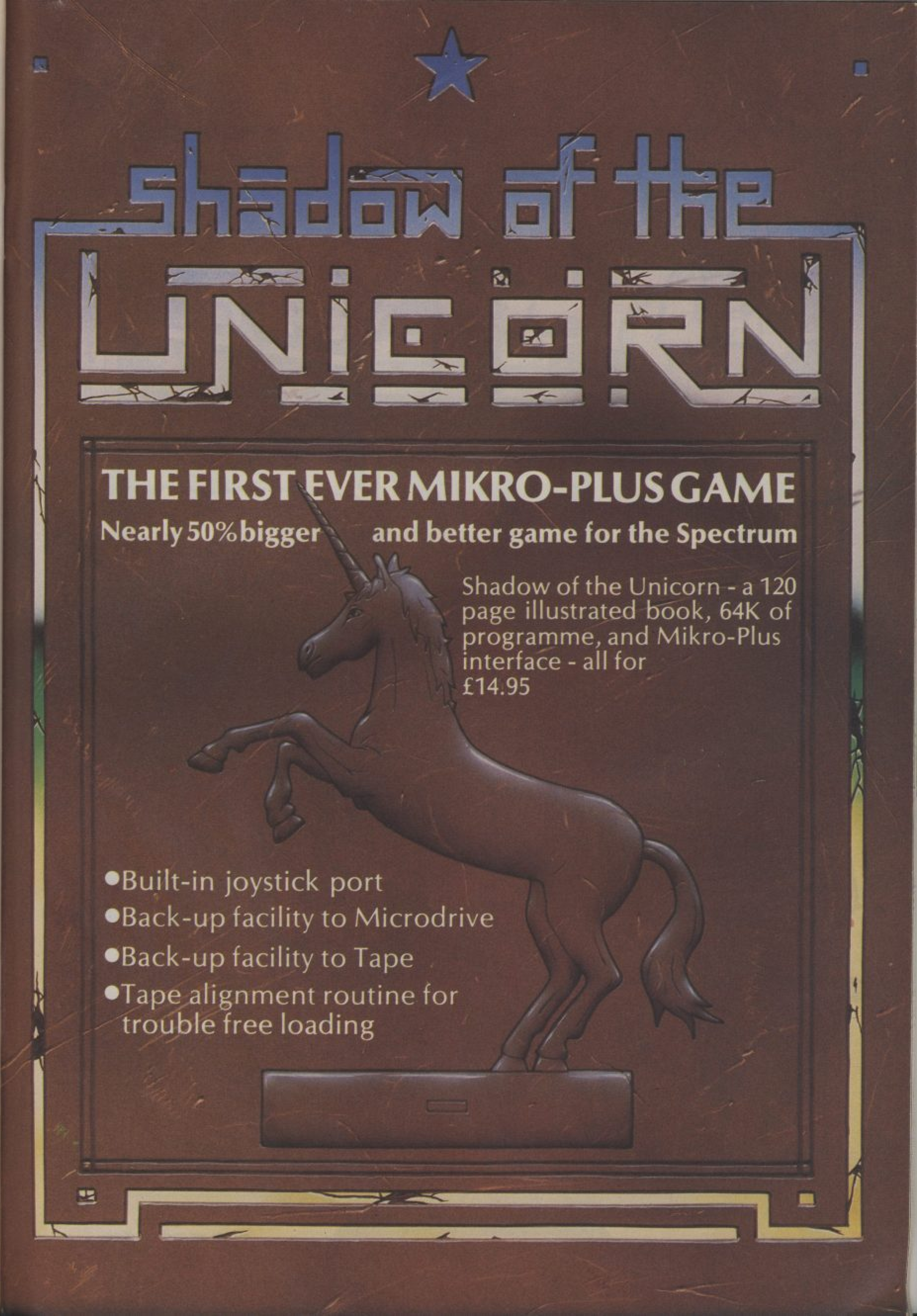
The roads are only partially built and there are gaps in them at regular intervals though these can be jumped. Jump them so that you land on the same lane on the other side of the gap or drop onto the next lane in the stack.

It's possible to turn Clarice in mid-air so that you land on the next lane down in the direction you were coming from. This is tricky but often necessary especially if there's the slightest chance of landing on one of the many police cars, in which case Clarice bursts into pieces. Not to worry, British Leyland will provide you with another..

Watch out for little blobs waving flags, and monoliths which sprout up in your path. Avoid these by jumping them or taking an abrupt about turn.

After you've killed the cops in New York, Clarice takes off on a space hop to land at random in another city. Take your pick — there's Egypt, Japan and even the Easter Islands. Personally, I found *City Connection* a waste of time and money but it just might appeal to someone.


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the C+VG software charts

• OCTOBER • Compiled by Gallup

TOP 30/ALL FORMATS

• THIS MONTH	• LAST MONTH	• GAME	• MACHINE	• MANUFACTURER	• WEEKS IN CHART
1	1	**Hypersports**	SP, C64	Imagine	6
2	2	**Way of the Exploding Fist**	SP, C64, AMS	Melbourne	4
3	4	**Frank Bruno's Boxing**	SP, C64	Elite	6
4	3	**Soft Aid**	SP, C64	Various	22
5	9	**Action Biker**	C64	Mastertronic	13
6	18	**Elite**	SP, C64, BBC	Acornsoft	15
7	—	**Spy Hunter**	SP, C64	US Gold	2
8	—	**Frankie Goes to Hollywood**	SP, C64	Ocean	2
9	27	**Jet Set Willy**	SP, C64, AMS	Software Projects	4
10	—	**Dynamite Dan**	SP	Mirrorsoft	1
11	—	**Spy Vs Spy**	SP, C64	Beyond	3
12	—	**Cauldron**	SP, C64	Palace	2
13	16	**Finders Keepers**	SP, C64, AMS	Mastertronic	4
14	30	**Pitstop 2**	C64	Epyx/US Gold	8
15	—	**Combat Lynx**	SP,C64,AMS,BBC,ELEC	Durell	4
16	—	**BMX Racers**	SP, C64	Mastertronic	3
17	—	**Rocco**	SP	Gremlin Graphics	1
18	—	**Beach Head**	SP, C64, AMS	US Gold	2
19	22	**Dun Darach**	SP, AMS	Gargoyle Games	15
20	10	**View To A Kill**	SP, C64, AMS, ENT	Domark	18
21	—	**Nick Faldo's Open Golf**	SP, C64	Mind Games	3
22	19	**Bruce Lee**	SP, C64, AMS, AT	US Gold	6
23	—	**Pole Position**	SP, C64, AT	US Gold	1
24	—	**Dambusters**	C64, AT	US Gold	1
25	5	**Nodes of Yesod**	SP, C64	Odin	36
26	7	**Kik Start**	C64	Mastertronic	4
27	20	**Daley Thompson's Decathlon**	SP, C64, AMS	Ocean	14
28	—	**Alien 8**	SP, BBC	Ultimate	4
29	12	**Vegas Jackpot**	C64	Mastertronic	15
30	15	**World Series Baseball**	SP, C64, AMS	Imagine	24

C64/TOP 30

1	**Way of the Exploding Fist**/MH
2	**Hypersports**/Imagine
3	**Elite**/Firebird
4	**Soft Aid**/Various
5	**Action Biker**/Mastertronic
6	**Pitstop 2**/Epyx/US Gold
7	**Kik Start**/Mastertronic
8	**Frankie Goes to H'wood**/Ocean
9	**International Tennis**/Commodore
10	**G. Gooch Test Cricket**/Audiogenic
11	**Dambusters**/US Gold
12	**Thing on a Spring**/Gremlin
13	**View To A Kill**/Domark
14	**International B'ball**/Commodore
15	**Impossible Mission**/Epyx/US Gold
16	**N. Faldo Open Golf**/Mind Games
17	**Five a Side**/Anirog
18	**Rockford's Riot**/Monolith
19	**Finders Keepers**/Mastertronic
20	**Spy Hunter**/US Gold
21	**Drop Zone**/US Gold
22	**Shadowfire**/Beyond Software
23	**Tour de France**/Activision
24	**Entombed**/Ultimate
25	**Cauldron**/Palace
26	**Jet Set Willy 2**/Software Projects
27	**Ghostbusters**/Activision
28	**Mr Do**/US Gold
29	**D. Thompson's Decathlon**/Ocean
30	**World Series Baseball**/Imagine

SPECTRUM/TOP 30

1	**Frank Bruno's Boxing**/Elite
2	**Hypersports**/Imagine
3	**Soft Aid**/Various
4	**Dynamite Dan**/Mirrorsoft
5	**Spy Vs Spy**/Beyond
6	**Rocco**/Gremlin Graphics
7	**Spy Hunter**/US Gold
8	**Jet Set Willy 2**/Software Projects
9	**Action Biker**/Mastertronic
10	**Nodes of Yesod**/Odin
11	**Cauldron**/Palace
12	**Pole Position**/US Gold
13	**Bruce Lee**/US Gold
14	**Dun Darach**/Gargoyle Games
15	**World Series Baseball**/Imagine
16	**Frankie Goes to H'wood**/Ocean
17	**Highway Encounter**/Vortex
18	**Glass**/Quicksilva
19	**N. Faldo Open Golf**/Mind Games
20	**Empire Fights Back**/Mastertronic
21	**Tapper**/US Gold
22	**View To A Kill**/Domark
23	**Shadowfire**/Beyond Software
24	**Nonterraquecus**/Mastertronic
25	**Finders Keepers**/Mastertronic
26	**D. Thompson's Decathlon**/Ocean
27	**BMX Racers**/Mastertronic
28	**Monopoly**/Leisure Genius
29	**Rocky Horror Show**/CRL
30	**Red Moon**/Level 9

AMSTRAD/TOP 30

1	**Way of the Exploding Fist**/MH
2	**Beach Head**/Ocean
3	**Alien 8**/Ultimate
4	**Dun Darach**/Gargoyle Games
5	**Finders Keepers**/Mastertronic
6	**Chiller**/Mastertronic
7	**Knight Lore**/Ultimate
8	**Ghostbusters**/Activision
9	**D. Thompson's Decathlon**/Ocean
10	**Rocky Horror Show**/CRL

MACHINE KEY

SP = SPECTRUM

C64 = COMMODORE 64

AMS = AMSTRAD

BBC = BBC

AT = ATARI

ELEC = ELECTRON

ENT = ENTERPRISE





Welcome to IDEAS CENTRAL. My name is Melissa Ravenflame, I.C. co-ordinator. IDEAS CENTRAL is where you'll find the Bug Hunters' HQ and the man who keeps those rogue robots in order — Jackson T. Kalliber.

Jackson makes sure OTISS, Big Red, X and B-Con get out there to find the hints, tips and pokes you all so desperately need for a happy existence. Don't tell them — but I can't rely on them to make a good job of it. So the IDEAS CORPORATION and yours truly, Melissa R., need YOUR help. Remember, the IDEAS CORP will pay a large amount of credits to anyone assisting our enquiries. So send your game hints and cheats to Melissa Ravenflame, IDEAS CENTRAL, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Now — let's take a look at what the BH squad have come up with . . .

ENTOMBED

In August we published the map of *Entombed* along with some hints to play the game — but only to **Level 4** as Big Red sat on the mainframe before we could go any further. Well, wait no longer, for here are the rest of the clues, sent in by Adam Trotman of Wolverhampton.

On **Level 4:** You have to make your way to **Room K** which is the connecting room to **Level 5**. As you enter, you will notice a boulder blocking the Exit. To remove this, go up the ramp on the left to where you see the eye on the wall. Keep jumping at the eye, and eventually the boulder will move. It does take some time. One word of warning though — Watch Your Air!

Level 5: Have your ship ready! When you reach gong number one whip it once and then go round the rest of the gongs in sequence. Under gong five is the Torch. **Room M:** You will need your torch to read in this room. **Room N:** This contains three lava pools. The white pool makes you visible, green pool makes you invisible and in the red pool you will lose your energy UNLESS you have touched the pools in a certain order — and I shall leave you to work that one out! Once you have done this, you will find the exit to **Level 6**.

Level 6 Room O: Once again you need the Torch. **Room P:** Here you will find "The Knot of Iris". This is in the chest behind the big Idol. Whip the small fat jar on your right, it will move onto the platform. Then whip the other jar along until it falls off which will move the platform down, and the Idol will move. Take it to **Room C**.

Room Q: This room is a maze, BUT, when you enter you and the whip turn invisible. You must get to the chest. How, I hear you asking? Listen to your footsteps!! The chest contains another Scroll.

Room R: You will need the "Book of the Dead" to complete this room. When you enter, the grate behind will close, and the one in front opens to reveal a giant Cobra — to kill him you must go to the chest in the left top corner and open it (this is when having "Book of the Dead" comes in useful), the snake should disappear, allowing you onto **Level 7**.

Level 7 Room S: Once again you need the Torch. One extra clue, leave this room until the very last, otherwise you might find that the chest won't open.

Room T: As you enter you will see a sleeping crocodile. He will not harm you. Go to the small boulder and whip it onto the platform (you should also be on the platform). Once you start going down, the croc will awaken and you will have to move fast or he will block off your exit. Go to the chest and you should receive *five extra lives*. Get back on the platform and whip the boulder off — do this quickly and you will be out before the croc gets you.

Room U (Hidden Room): this room only appears after all the others have been completed. You will see clouds which will sap your energy. The key to doing the final room is in the boulder. And that is all the clues — otherwise we will finish the game for you.

DUN DARACH

Seems as though the **"Tipmaster"** has set up his own rival company to I.C. We now have some tips on *Dun Darach* from the **'Hint Helper'**.

First make more money by stealing or buying peppers from the grocers in Market Street. Watch out for Ryde, though, if you are stealing.

Take the peppers to the broker in Marsh Street, Ratha-De. You can also get some gold bars from the Assayer in West Way and take them to the Broker in Cross Street.

There is a secret entrance in Park Row, six paces from the sign at the far east end. Press enter and you will find Dain inside. In return for the lyre he will give you a shield labelled "Midu". Take this to "Hail Midlin" and deposit it on the altar.

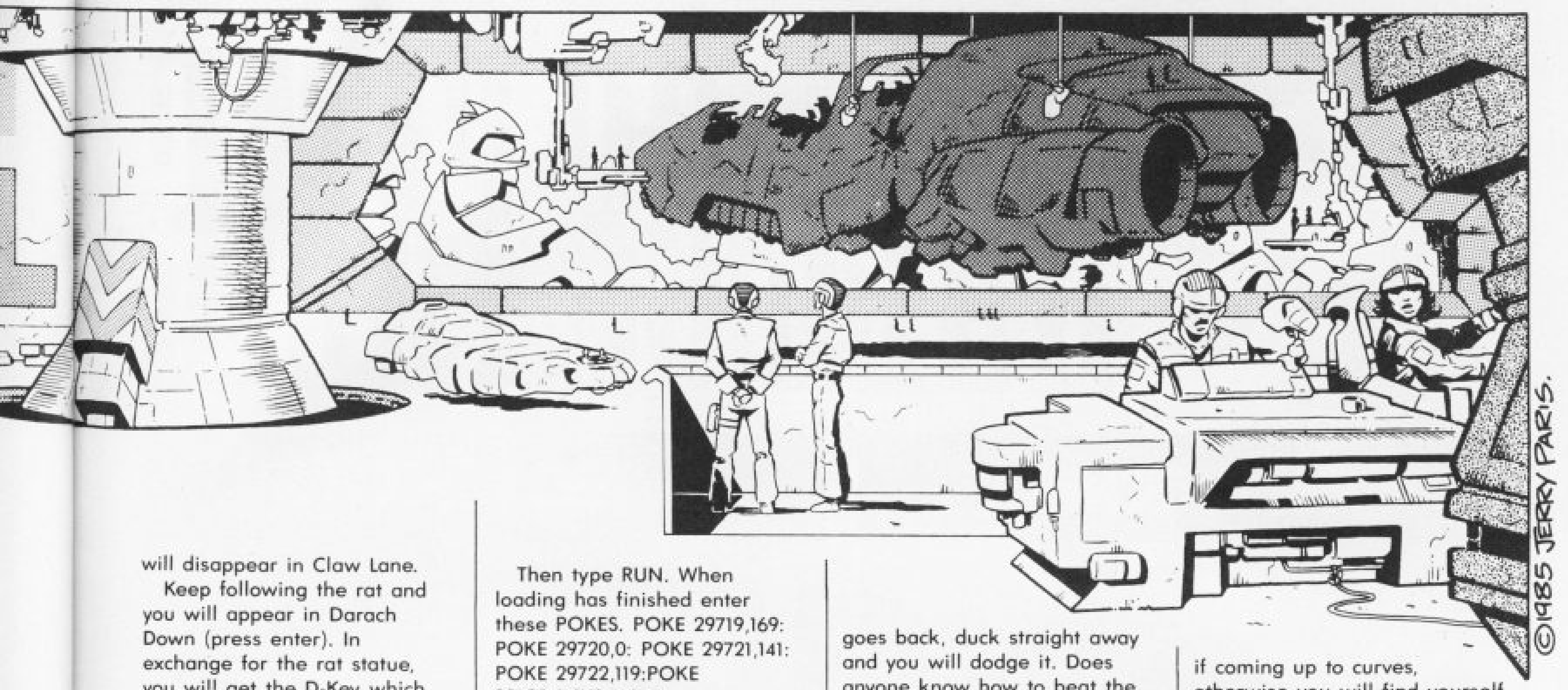
The "M" key will then appear — put this in a depository.

Give Mohr a book from the Archivist in King Street, Mercer Heath.

He will give you another book with a message. Deposit this book also. Get a moleskin from the Skinner, in Long Lane and give it to Bren, who will give you a map with a clue — "Gold in ashes". Put the map somewhere safe and then give Bren some platinas, in Silver Street Argot, in return for a map, with clue "Galicia if Far".

Give this to Ryde who will give you the "Hail Beltemos" shield which you take to the "Hail Beltemos" building. "54" will appear in the picture frame.

Get a "rat statue" from the Gallery, North Wall, Old Quarter and take it to Teth the Jailor, who can be bound by following a rat in the Soke who



will disappear in Claw Lane.

Keep following the rat and you will appear in Darach Down (press enter). In exchange for the rat statue, you will get the D-Key which will open the locked door in "The Castle". Pick up the script from the altar and a message will appear.

POKES

Okay, Kalliber, that's enough of this. Let's see how those robots have got on with the Pokes we asked them to collect.

● **AIRWOLF (C64)** Type LOAD instead of Run Stop/Shift. When Ready appears, type POKE 1010,141:POKE 1011,5:POKE 1012,128:POKE 1013,76:POKE 1015,252. Then type RUN. The computer will reset itself. Stop the tape here and use the following pokes. **For infinite shields:** POKE 13013,169:POKE 13014,6:POKE 13015,141:POKE 13016,143:POKE 13018,234.

To fly through walls: POKE 5026,252.

Avoid killing any sprites: POKE 5019,221:POKE 5020,248. To start game after entering POKES, type SYS 4096 (Return).

● **SUICIDE EXPRESS:** Type LOAD (Return) When ready appears enter POKE 1010,76: POKE 1011,248:POKE 1012,252 (Return). Now type RUN. When loading has finished enter this after it resets. POKE 26222,234:POKE 26223,234 POKE 26224,234:POKE 26225,234 POKE 26225,234:POKE 26227,234. Then SYS 33792. (NB: if ammo>50 game will freeze).

● **BOUNTY BOB STRIKES BACK** (C64). To avoid Sprite Collision. Type LOAD (Return). When READY appears enter these pokes: POKE 1010,76: POKE 1011,248:POKE 1012,252.

Then type RUN. When loading has finished enter these POKES. POKE 29719,169: POKE 29720,0: POKE 29721,141: POKE 29722,119:POKE 29723,0:SYS 11877.

All of these POKES came from S.O. Kane of Northern Ireland, who definitely deserves a free C64 game.

● **ENTOMBED** (C64) POKES for *Entombed* from Ian Duncan of Hemel Hempstead. Type: OPEN 1 (Return). Then press play on tape and press the CBM key as usual. When FOUND ENTOMBED is displayed, enter POKE 783,1:POKE 830,34:POKE 832,48:SYS 62828 (Return). Loading will commence for a while and then enter FOR K= 679 TO 767:POKE K,PEEK(K+8,192):NEXT (Return). FOR K= 828 TO 1023:POKE K, PEEK(K+8192):NEXT(Return) POKE 816,60:POKE 817,3(Return).

Now Type: LOAD "NOVA" (Return) The ready prompt will appear and then enter POKE 2208,1:POKE2213,141:POKE2214,2 31:POKE2215,108.SYS2128 (Return). The game will now finish loading and when you start playing you will notice that you have unlimited lives/energy.

● **FRANK BRUNO'S BOXING** (Spectrum). David Allsop of Chesterfield has written in with tips on how to defeat the first two boxers.

Canadian Crusher: To get at Canadian Crusher you must start with body punches — this brings his guard down. Then quickly put your own guard up and start jabbing his head until the KO counter is flashing so you can give him the big punch. When he is knocked down, be ready on the duck button. Press this when he has got up and outstretched his arms to crush your head. *Andrei Puncheredov:* This man certainly goes to your head. To avoid this — when his head goes back, duck straight away and you will dodge it. Does anyone know how to beat the others?

● **WAY OF THE EXPLODING FIST** (C64). Here are a few tips from Ben Vickerman, Newcastle upon Tyne. Always use leg sweeps when possible because they are more effective than other kicks. Other kicks can be blocked.

If your opponent gets too close and your leg sweeps are not getting through then crouch and execute a low punch. Your opponent often karate kicks while you are in crouch position to get close so he can give you a low kick. If you think he is going to use this manoeuvre then stop, crouch as soon as he reaches ground, leg sweep him, this way you can dispose of him before he disposes of you.

On DAN 5 he somersaults if you keep leg sweeping, so get ready with the high back kick, this will catch him off guard as he hits the ground. This manoeuvre is worth 500 points if executed properly, so get practising.

On DANS 9 and 10 fight like mad for full moon then play defensive. If you try to get a second moon your opponent could equalize with you or even beat you. One final tip, on NOVICE creep up to him and execute a roundabout kick — this will earn you a 1,000 points and he does hardly anything to stop you.

● **PITSTOP II** Another regular to these pages is Kenneth Henry of Enfield. This time he has some tips for *Pitstop II*.

Remember that on circuits like Hockenheim, Vallelunge and Rouen Les Essarts you don't have to make pitstops at all if you are good enough with car control. Keep to the inside lane if coming up to curves, otherwise you will find yourself straying to the other side and eventually grinding out your tyres.

When tyre-changing, if you take off a damaged tyre, be sure to move away from the car, before going to the spare tyre files, or you must keep putting on and taking off the damaged tyre. When racing, watch the other computer-controlled cars and their race patterns.

YELLOW — this car is very unpredictable, sometimes crossing on both straights and curves.

LIGHT GREY — this one mostly stays in the middle of any track, but, sometimes crosses any lanes. Very difficult to get past.

GREY — the most difficult to get past. If you run into this one, it crosses over to the side you would have used to speed away.

ORANGE — same as the purple.

LIGHT GREEN — same as grey.

OTHERS — easy to pass.

When you catch up with the robodriver and it is passing another car, move to the edge where there is space and blaze past.



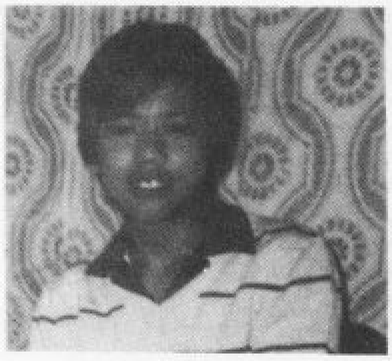
HALL OF FAME

HI-SCORES

BRUCE LEE

1 **Julian Gostelow,** Stourport, Worcs — **2,132,219**
2 **Jawaid Ali,** Glasgow, Scotland — **2,123,450**
3 **Jian Hua Jerng,** Molenhoeekus, Holland — **999,925**
4 **M. Easton,** Westerham, Kent — **938,175**
5 **Owen Greenwood,** Farnham, Surrey — **895,590**

▼ **Jian Hua Jerng**



▼ **Julian Gostelow**



SPY HUNTER

1 **Robert Pugh,** George St Lee — **1,360,300**
2 **Paul Parker,** Liversedge, W. Yorks — **628,530**
3 **Patrick Graham,** Poplar, London — **421,235**
4 **Tiernan Kelly,** Glasgow, Scotland — **391,455**
5 **William Flint,** Thetford, Norfolk — **355,000**

HYPER SPORTS

1 **Scott Donaldson,** Hamilton — **465,871**
2 **Adrian Moore,** Newbown Park — **304,380**
3 **Graham Osborne,** Newton Abbot, Devon — **221,749**
4 **Gary Walvin,** Sutton-in-Ash — **217,593**
5 **Michael Jordon,** Exeter, Devon — **160,433**

HOTSHOTS



Meet Computer + Video Games' first Hot Shot Hero — 16-year-old **Simon Stokes**, of Birmingham.

He triumphed in a face-to-face *Dropzone* battle with **Cameron McDade**, 19, of Wakefield, at our offices in London recently.

Simon won the first prize at a highly-prized and exclusive Hot Shot T-shirt and a package of Atari games.

But runner-up Cameron did not go away empty-handed. He also received a smaller package of Atari games.

Simon and Cameron were the two highest scores in the July Hot Shot spot. Simon's high score was 1,452,860 and Cameron's was 1,970,000.

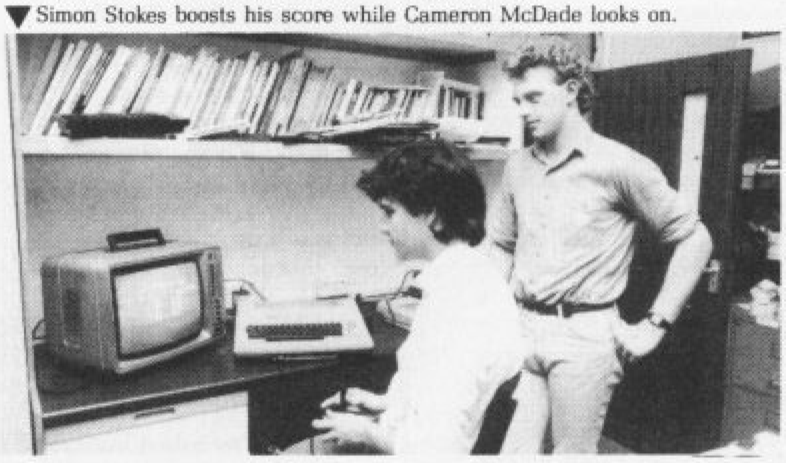
Each of these scores was achieved after several hours of play. For the face-to-face challenge, Simon and Cameron each played three ten minute sessions. Their scores were added up and averaged out.

Simon won with 167,106 against Cameron's 163,286.

A triumphant Simon said afterwards: "It was very difficult. The last game was terrible."

The Hot Shot game for November is *Frank Bruno's Boxing* on the Spectrum by Elite. Send your score on the coupon printed below. We are still running the Hall of Fame, so don't stop sending in those high scores.

▼ Simon Stokes boosts his score while Cameron McDade looks on.



OCTOBER HI-SCORES

Name:
Address:

Name of game:
I scored:
Machine:
T-shirt size (S,M,L):
Witnessed by:

OCTOBER HOTSHOTS

Name:
Address:

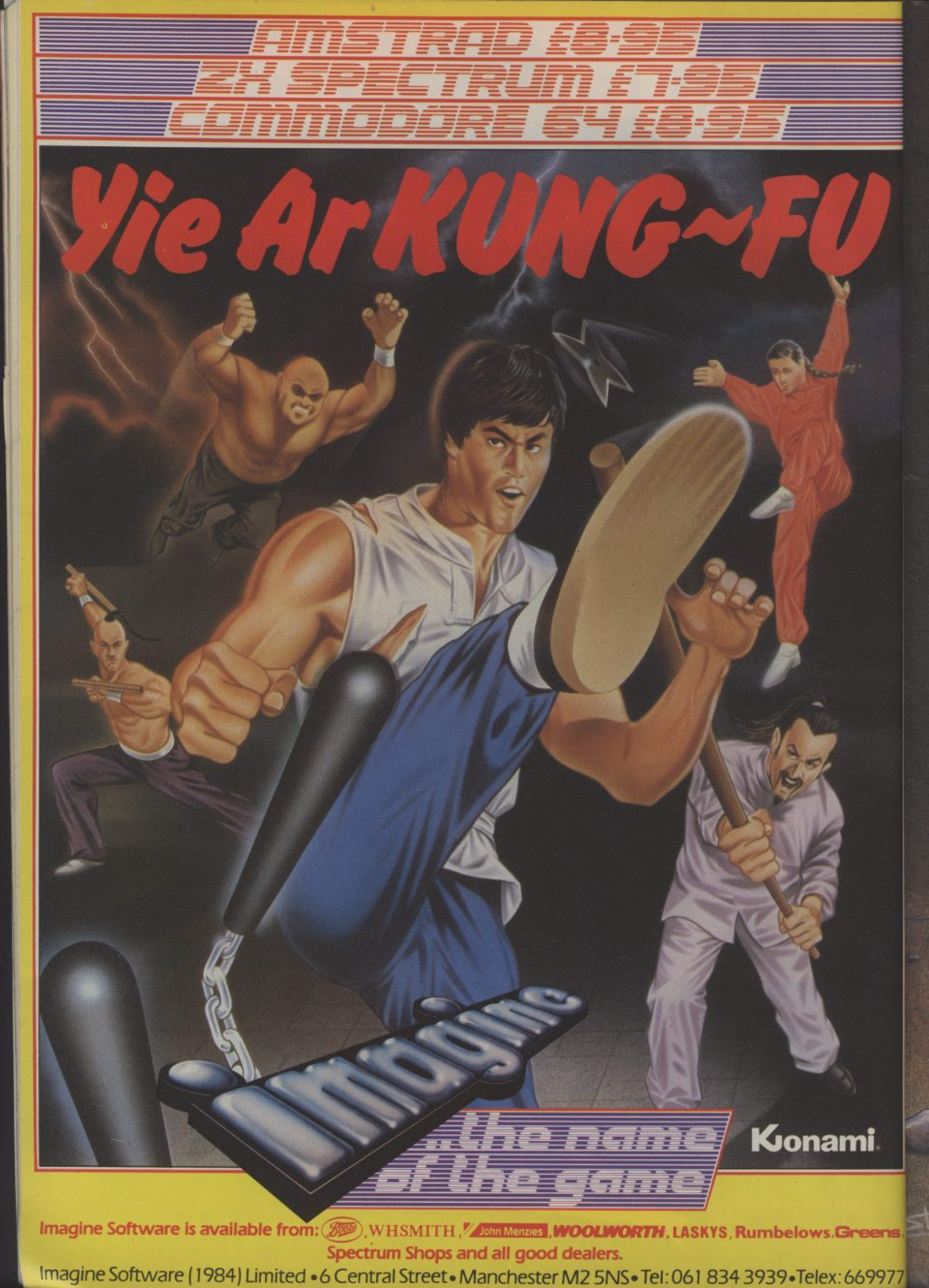
My score on **FRANK BRUNO'S BOXING** was:

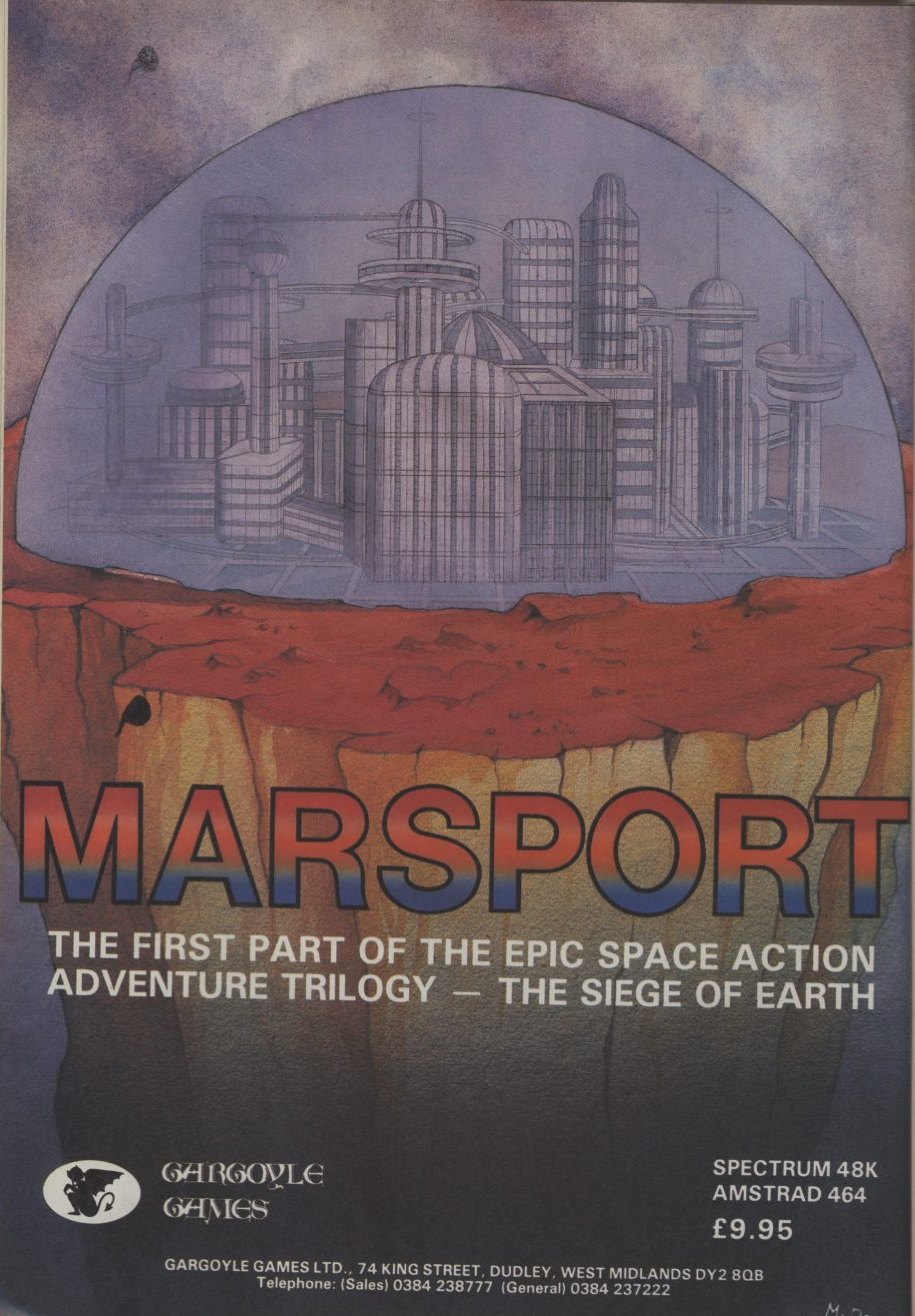
Date:

Witnessed by:



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C+VG Mailbag

Dear *C+VG*,
I'm not one to moan but gripe I must, as I can suppress myself no longer — "Boy, Is your magazine awful!!"

(1) Your letters pages are very poor with hardly a good answer in any case. A bit more personality and space would help vastly.

(2) Wot, no Top 10? — That the top 30 was back last issue is no excuse, seeing as it wasn't even in the issue it was supposed to be in that — the one right after that issue July which had the top 10.

(3) Your reviews are terrible? Not only are they reviewing old games (occasionally new star games to keep appearances) — do you know how old *Web Dimension* is? — but they are often marked too high and very often too short. Also a mark out of 10 is as bad as using stars etc. as other magazines do — except *Crash* and *Zzap!64* which, as far as I know, are the ONLY magazines which review and mark games properly.

(4) The competitions are not very good — fair enough there are some good prizes but who wants *Don't Buy This* or *Master of the Lamps?* — they are rubbish. Also is it just too hard to think up something different than question/answer and spot the difference competitions?

(5) I was disgusted to read that you were bringing out a new feature on a programmer's diary — *Zzap!64* used this idea two months ago. Don't you know its cheating and wrong to copy — anything!!

(6) Your maps and tips are not only old but rubbish — *Technician Ted* was mapped (properly) over three months ago by *Crash*. Also note *Zzap!64* mapped *Entombed* one month ago with six levels (not 4). Also a few pokes would help instead of playing tips which an 8 year old could have worked out.

(7) Why on earth do you still print type-in programs — they are not only mostly basic rubbish (at least *Your Spectrum, Your 64* print machine code games) but waste space — listings went out years ago.

(8) Layout — your magazine has the worst layout ever with (seemingly) no regular space — it is just slotted in between the numerous colour advertisements.

(9) Games News (indeed) — some of the games still in the news have already been fully reviewed by *Crash* and *Zzap!64* while your magazine was still unsure of what the game was about.

(10) I read the column *Games They Refuse to Release*. Refuse? I don't think so — it just wasn't worthwhile. However the writer went back on the title a bit by saying when some of the games were going to be released here.

(11) The cover picture and similar review of Frank Bruno's boxing — your magazine had an "exclusive" review of this game. So did *Your Computer*. Also why did you review a preproduction copy especially when the graphics have been changed? An exclusive means little unless it is the only review on the complete working game — what you did was a preview.

(12) Max Headroom interview — *that* was an interview? All I could see was two photos covering the page with large text filling the gap — it looked to me like a three minute telephone call, the depth that was reached.

(13) Graphics package review — pictures of the working program help BUT a shot of the loading screen? Also a few more pages of such packages for other companies would have been a whole lot better.

(14) That's a major problem — everything you do either covers too few or too many pages — e.g. too little content and too much advertising. *Zzap!64* and *Crash* do not seem to have as much advertising but have at least 89/100 pages of editorial while your magazine has around 70/120.

(15) Hall of Fame — where did it go — it's hard enough entering a competition to get the highest score on a game, but even harder when you don't know any present high scores.

(16) I never will buy your magazine again — my brother only bought it by mistake — but I am amazed your magazine is still published. I just hope that your secret project — can you be serious about anything? — makes the magazine worthwhile for once in its existence just so that you are no longer robbing readers of money that could have been well spent.
Stephen A Graham,
Carlisle.

Editor's reply: Another satisfied "reader"! Well, as you don't like the replies, Stephen, we'll throw open these pages to our readers and ask them their views about your epic letter.

Dear *C+VG*,
In August's issue D Mitchell of Southampton wrote to you about several different matters. One of them was about the special effects in *Tron* and *The Last Starfighter*. Well, that section explained and showed what the big computers are capable of. After all, he did say he wanted more about computers!

I know there were bits in between about how special effects were used in other films, but that made it more interesting. Anyway, I for one thought that section was great!
I. Oliver,
S. Yorkshire.

Dear *C+VG*,
I am a desperate mega-loony. In an attempt to get my letter in your mega magazine, in praise of your mag, I have a review points panel.

- Graphics 9 — Nice 'n' colourful
- Sound 9 — Sounds great to me!
- Value 10 — Great value!
- Readability 9 — I loved it!

I have just bought July's issue and loved it. I've entered all three competitions. Thanks also for two posters AND a free book of games.

Dare I say it, I have one teeny weeny complaint. Why were all the screen shots in — yuck — black and white? In past issues they were all colour.

(Oops, I've just realised, there were six competitons 'er, 'um, 'er). All in all, until someone makes a POKE to turn Basic into machine code, make mine *C+VG*.
Nicholas Coles,
Hants.

Editor's reply: Sorry about the black and white screen shots, Nicholas, but we sometimes want to use our colour pages for other features. Get your mates to buy a few more copies and we'll be allowed some more colour!

Dear *C+VG*,
On purchasing an Amstrad at Xmas, I was very pleased with it, but now after six months I am not so sure.

Why is it that all the popular games which are advertised when sent for are not available i.e. — *Brian Jacks, Daley Thompson, Super Test, Hyper Sports?*
J. O'Gorman,
Edmonton.

Editor's reply: It's really down to the software companies not having their product ready, Mr O'Gorman. If you watch our review pages, you'll see when games are actually ready — but in the meantime have you got *Knight Lore* or *Sorcery* for you Amstrad? They'll keep you happy!

Dear *C+VG*
After purchasing your magazine for the first time, I found within its pages several excellent competitions. However, on further examination, it would appear that these competitions were only open to an entry submitted on the relevant coupon.

This coupon is usually placed in such a position that on the reverse of the page there is a games review or an article, both of which the reader may require further reference.

Can you clarify this situation for me? I can appreciate the fact that a coupon is needed to stop people who have not bought the magazine entering, but, for genuine readers, this presents a problem.

Could you not print all the coupons on pages with an advert on the back to allow cutting out without loss of the said reviews or articles? Please

CONTINUED OVER PAGE

C+VG Mailbag

could you tell me if a written reply is acceptable as I wish to enter your competitions?
Stephen Webb,
Staffs.

Editor's reply: I'm afraid we can't accept written entries, Stephen, but a photocopy of the coupon will do if you don't want to cut up your issue.

Dear *C+VG*,
I am writing to you as I have discovered a devious plot going on within the covers of *C+VG*. The story behind this is briefly told below.

Far, far away in the days of primaeval man, before the arrival of the micro-chip adapted technological society, were born two creatures; two creatures destined to have a massive influence upon poor unsuspecting computerholics, two creatures drudged from a slime bath by a caring beast and taught the ways of the wild and survival.

First there was young Metcalfe, a right devious character, not to be trusted by anyone. Then there was, of course, young(!) Campbell, once a fine young Adventurer who enjoyed many a quest.

Throughout the ages they schemed and planned together, well financed by a certain computer magazine, slowly taking revenge upon the community which had left them for dead in the slime bath. And so, in the cunning disguise of an adventure column, they continue their slow torture on the public to this very day!!!!

So please, please warn everyone of the dangers before it is too late!!
Philip Griffiths,
Gwent.

Dear *C+VG*,
After buying your magazine over the last year or so, I am pleased to say it is of the highest standard. However, life would be bliss if the postal service to Australia were of the same standard.

It is quite common to receive your magazine some three months after it was printed. This not only makes your many competitions impossible to enter, but the waiting is pure agony!

As for the costs, British magazines and computer software are considered cheap if you can buy them at even more than double the recommended British retail price.

I can easily sympathize with those Australian software pirates due to the above problems, yet as for those people in easily accessed countries — well need I say more!

With the Australian dollar not worth the metal it is printed on and the possibility of new taxes, prices will rise. Anyway a loyal citizen shouldn't whinge, so I'll stop.

I hope very much to end these problems by purchasing these goods direct from the manufacturer. Could you please advise me on buying software cheaply and safely from overseas? Please help me and prevent a 15 year old from going grey prematurely.
Warren Leicester,
W. Australia.

Editor's reply: Before you reach for a bottle of Ronnie Reagan's favourite hair restorer, write to Goodbyte, Units 10/11 Imperial Studios, Imperial Road, London SW6.

Dear *C+VG*,
I do not agree with D Mitchell (C+VG, August). I think the general interest articles are very interesting. I especially liked the one on the American game *Photon*.

He said he buys the mag to hear about computers — and presumably computer games as well — so why doesn't he want to know of computer games that are based on a film? I was interested to know how the special effects of the films *Tron* and *The Last Starfighter* were produced. I hope you will keep doing these sort of articles.
Stephen Herman,
Devon.

Dear *C+VG*,
I am writing to say how much I enjoy your magazine, but, I am disappointed in your reviews recently. The problem with them is they've been getting smaller and smaller. This means that we, the readers, are not being given enough information about any games to persuade us to buy them.

Now onto a different note, I would like to thank Imagine for their brilliant game *Wizadore*. It's great — the graphics and scrolling are out of this world and as for that silly little tune it plays, it's driving me crazy!

Also I was hoping you would print a map or clues to this game or some more on *Castle Quest*.
Jason King,
Leicester.

Editor's reply: Anyone out there got a *Wizadore* map? Send it to us this instant! Watch for more hints on *Castle Quest*. There were some in our July issue.

Dear *C+VG*,
Despite recent letters, I think that as long as a magazine is more than 50% free from ads, then there is nothing to worry about.

Your July issue was the best *C+VG* ever, choc-a-bloc full of news, reviews, competitions and no listings.

Listings may be a source of cheap software but if they are just re-hashes of *Pac-Man* and *Space Invaders* they are a waste of space which should be devoted to bigger reviews.

I don't know whether you have dropped listings altogether or not, but if you haven't I would keep the magazine free of listings and keep the pick of the bunch original, fast and comparable with decent commercial software for a Book of Games every three months or so.

Your reviews are generally good, but the standards can vary! I think that someone who actually knows about computer games should check your typesetting.

The person who reviewed *Knight Lore* for the Beeb, obviously didn't know that you had to drop the object shown by the spell in the cauldron in the wizard's room to get a charm. Why not give an overall, or value for money mark as well as the others, and games over a certain mark could be a Blitz Game?

Now for my biggest complaint — why can't you put your competition entry form on the back of an advert, or on a separate piece of paper? You have your faults, but, thanks for the meatiest magazine around.
Richard Scott,
Essex.

Editor's reply: Thanks for your comments, Richard. But If you didn't get a Book of Games with the July issue you've been robbed!

Dear *C+VG*,
I own an issue one 48k Spectrum which had an upgrade board made by East London Robotics.

A couple of months ago the upgrade stopped working and I took it in for repair at a local computer center — who could not fix it.

So, I decided to write to the firm who made the 32k board and they said they could not fix it because the engineer who designed it had left. I am now looking for a firm who could supply me with an upgrade for my Spectrum.

Writing to Sinclair Research did no good, as they have stopped the upgrade service. Please could you print this letter in your magazine because I feel that there could be other issue one Spectrum owners who are having difficulty in finding an upgrade for these computers.
Glyn Jones,
Preston.

Editor's reply: Can anyone help Glyn get a good grade?

Dear *C+VG*,
I am writing to ask you about the new Atari games called *Daley Thompson Super Test* and *Street Hawk*. If I am going to buy one of these I would like to know if I am getting value for money. Could you review one — or even both — these games in your pages? The thing that I like about your magazine is all the latest news on games.

One thing, though, why aren't there many letters from girls in your Mailbag?
Claudia Woodley,
Wembley.

Editor's reply: As soon as we see these long-awaited games from Ocean we'll bring our reviews to you! And why aren't there letters from girls — you tell us!

END

This is the one for you

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Please rush me_________(Qnty) adult tickets at £2 and___________(Qnty) under sixteen tickets at £1 for the Commodore Horizons Show.
I understand I am eligible for the prize draw.
I enclose my cheque / P.O. payable to Editions Scheme Ltd., for £__________

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UNDER PSI CONTROL, VON STROHEIM LAUNCHES THE S.S.S.C. ROCKETS AGAINST EARTH...
EMERGENCY ALERT! INCOMING MISSILES, BUT...BUT THEY'RE OURS, SIR!
BILLIONS WILL DIE! EARTH'S ONLY CHANCE IS IF THE ROCKETS DESTRUCT IN SPACE, BUT THAT CAN ONLY BE DONE FROM INSIDE THUNDER MOUNTAIN!
WE'VE LOST, IT'S IMPOSSIBLE!
IMPOSSIBLE OR NOT, I'M NOT GOING TO SIT HERE AND DO NOTHING! LOAD THE CO-ORDINATES INTO THE HOVER BOARD'S COMPUTER, AND LETS...
... GO FOR IT!
POW
THUNDER MOUNTAIN AHEAD...
PTOO PTOO
BLAM
FTOOM
I'M INSIDE, PROFESSOR. THE GUARDS ARE DEAD AND THE SECURITY DOORS ARE OPEN.
TYR, THE MISSILE DESTRUCT UNIT IS IN THE MAIN CONTROL ROOM ON LEVEL NINE.
AN INTRUDER! I DON'T KNOW WHO YOU ARE, BUT THAT'S NOT IMPORTANT BECAUSE YOU ARE ABOUT TO DIE!
SECURITY DROID
STRANGE, I THOUGHT IT WOULD BE HARDER-
KRAK
NNNUU
NEXT: THE EVIL THAT PSI DO



Johnny Jones, modern day hero and explorer extraordinaire, has finally discovered the lost Temple of Abu Simbel, built by the great Pharaoh Ramses II over 3000 years ago.
In frenzied desperation he enters this secret world and is drawn into a frightening adventure, threatened by the Pharaoh's curse, in constant danger until he can reach the inner mortuary chamber.







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★ TALK to some of Britain's leading Amstrad experts, who'll be on hand throughout the show giving free advice on hardware and software problems.

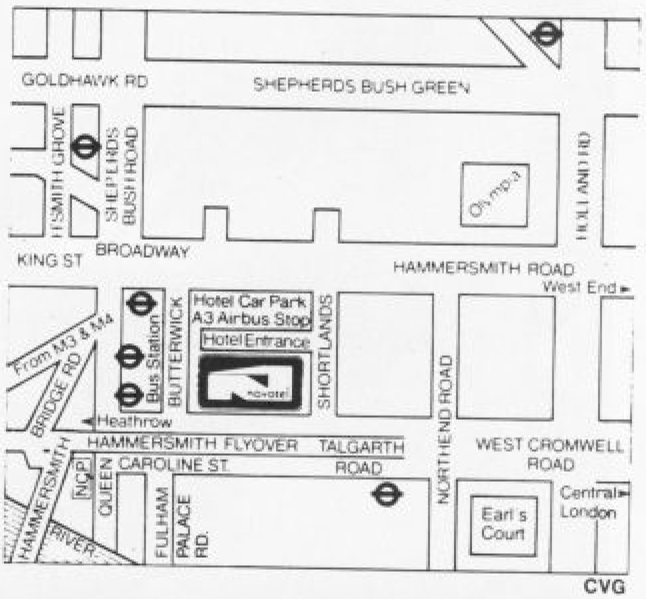
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★ BE AMONG the first to see the fantastic collection of new-season products that users everywhere will be raving about between now and Christmas.

★ CASH IN on the biggest bargains ever offered for Amstrad hardware and software – never before have users been presented with such a wide range of money-saving offers.

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Hammersmith, London W6

Saturday-Sunday, October 5-6, 1985



CVG

How to get there

BY TUBE: Hammersmith station. *(District, Piccadilly & Metropolitan lines).*

BY BUS: Bus station opposite the Novotel. *(Frequent services from Central London).*

BY CAR: Make for the Hammersmith Flyover (A4/M4). *(Extensive car parking within easy reach).*

Additional vouchers can be obtained by sending a stamped addressed envelope to:

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Hazel Grove
Stockport SK7 5NY
Tel: 061-456 8500

This voucher is worth 50p per head!

AMSTRAD COMPUTER SHOW

By handing in this voucher at the door you save 50p off the normal admission price of £2 (adults) and £1.50 (children).

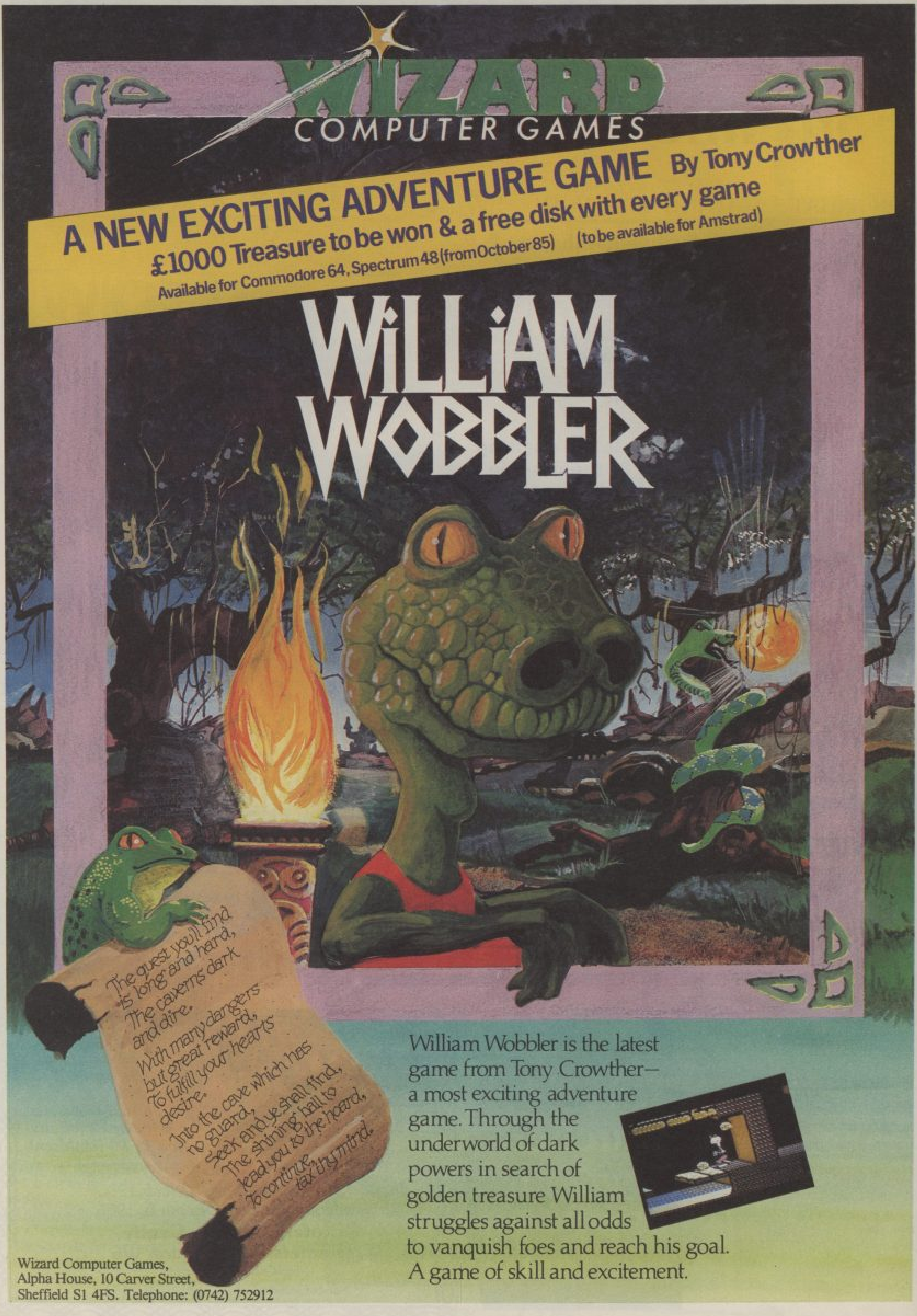
(Valid for a maximum of 4 people)

10am-6pm Saturday, October 5, 1985
10am-6pm Sunday, October 6, 1985

Novotel Exhibition Centre, Hammersmith, London W6

(Nearest tube: Hammersmith)

Number attending ☐1 ☐2 ☐3 ☐4



WIZARD
COMPUTER GAMES
A NEW EXCITING ADVENTURE GAME By Tony Crowther
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Available for Commodore 64, Spectrum 48 (from October 85) (to be available for Amstrad)
WILLIAM WOBBLER
The quest you'll find is long and hard, The caverns dark and dire. With many dangers but great reward, To fulfill your hearts desire. Into the cave which has no guard, Seek and ye shall find, The shining ball to lead you to the hoard, To continue, tax thy mind.
William Wobbler is the latest game from Tony Crowther— a most exciting adventure game. Through the underworld of dark powers in search of golden treasure William struggles against all odds to vanquish foes and reach his goal. A game of skill and excitement.
Wizard Computer Games, Alpha House, 10 Carver Street, Sheffield S1 4FS. Telephone: (0742) 752912

PART TWO
DIARY OF A GAME

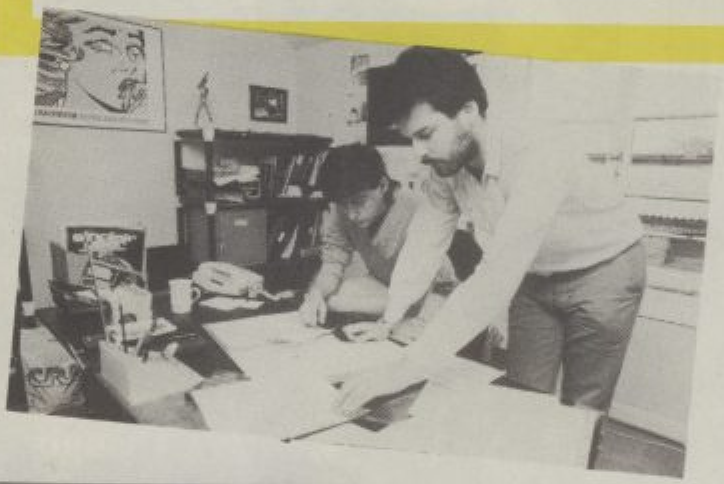
This month sees the final part of the *Computer + Video Games* Diary of a Game — a month by month look at how a software company produces a game from scratch.

The game is *Space Doubt* for the Commodore 64 from CRL, the people who brought you the *Rocky Horror Show.*

***Space Doubt* is about a ship travelling between earth and another planet which is in need of food. A meteor storm damages the ship, allowing aliens to enter the craft and start eating the food.**

The hero of the game must get rid of the aliens and patch up his space ship.

The action ranges over 18 rooms of the craft, giving 36 screens of action.



JULY

Work on *Space Doubt* is progressing satisfactorily. The cassette cover has been finalised and a "detailed" rough of the artwork has been produced by Ian Ellery, CRL's Software Manager.

"It's coming along nicely," says Ian. A final price for the game has yet to be decided.

AUGUST

Ian Ellery is now working on ways of promoting *Space Doubt* which is due in the shops on October 14. Ideas include posters, T-shirts and, of course, review copies for magazines. A price for the game is fixed — £8.95.

Pressure is mounting on programmer Jay Derrett. His work must be completed by the end of September, including at least one week to make sure the program is completely free of bugs.

One scare happens when repeated disc errors force Jay to work right through the night.

"I worked through the night to help keep to schedule," says Jay. "I am pacing myself. I don't want a mad rush in the last two weeks."

Jay has been working on *Space Doubt* since April. Is he still as enthusiastic about it now as he was in the beginning?

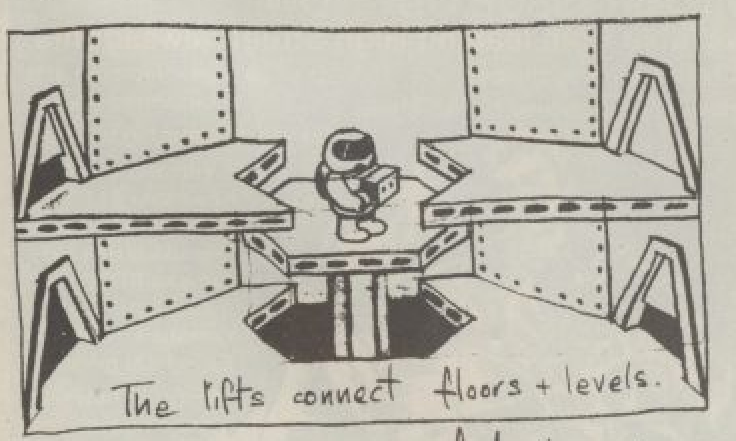
"I'm not fed up with it," he says," just a bit frustrated. It's going fine. Just getting the aliens moving was a bit of a pain. But it's going according to plan."

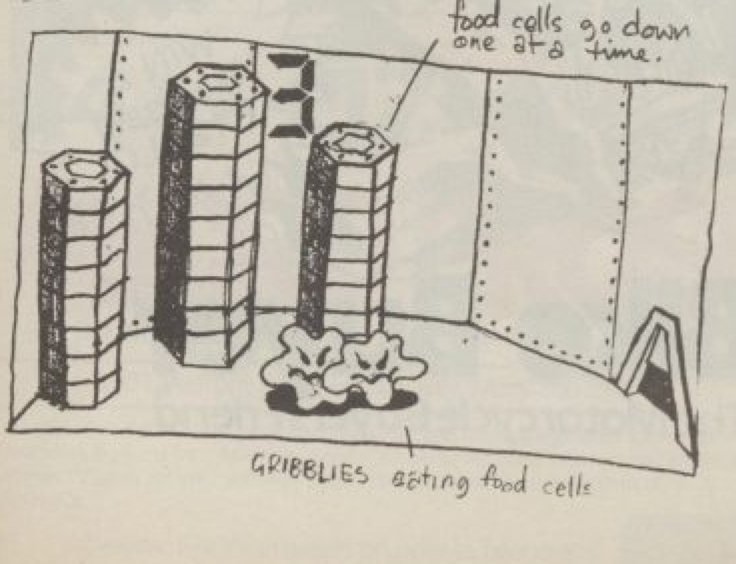
SEPTEMBER

The hard work is over. *Space Doubt* is about to go on sale. It's too late to worry what might have been. Work will now start on converting the game for other machines in time for Christmas.

Whether the game is a success is up to the games-playing public. It must sell in the region of 8,000 copies to recover production costs and pay the team's wages.

But there is no .ime for Ian and the CRL team to relax. There's always the next game to be produced.





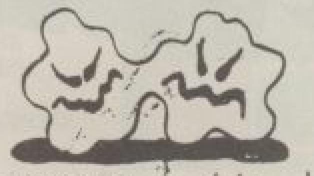
C+VG SPECIAL OFFER

Calling all Commodore 64 owners! Get £1 off the price of a copy of *Space Doubt* with this fantastic offer from *Computer + Video Games* and CRL.

***Space Doubt* will sell in the shops for £8.95. But if you cut the coupon below and send it to CRL you can buy the game for just £7.95.**

Send the coupon and cheque for £7.95 to the following address

SPACE DOUBT OFFER
CRL,
CRL HOUSE,
9 KINGS YARD,
CARPENTERS ROAD,
LONDON,
E15 2HD.

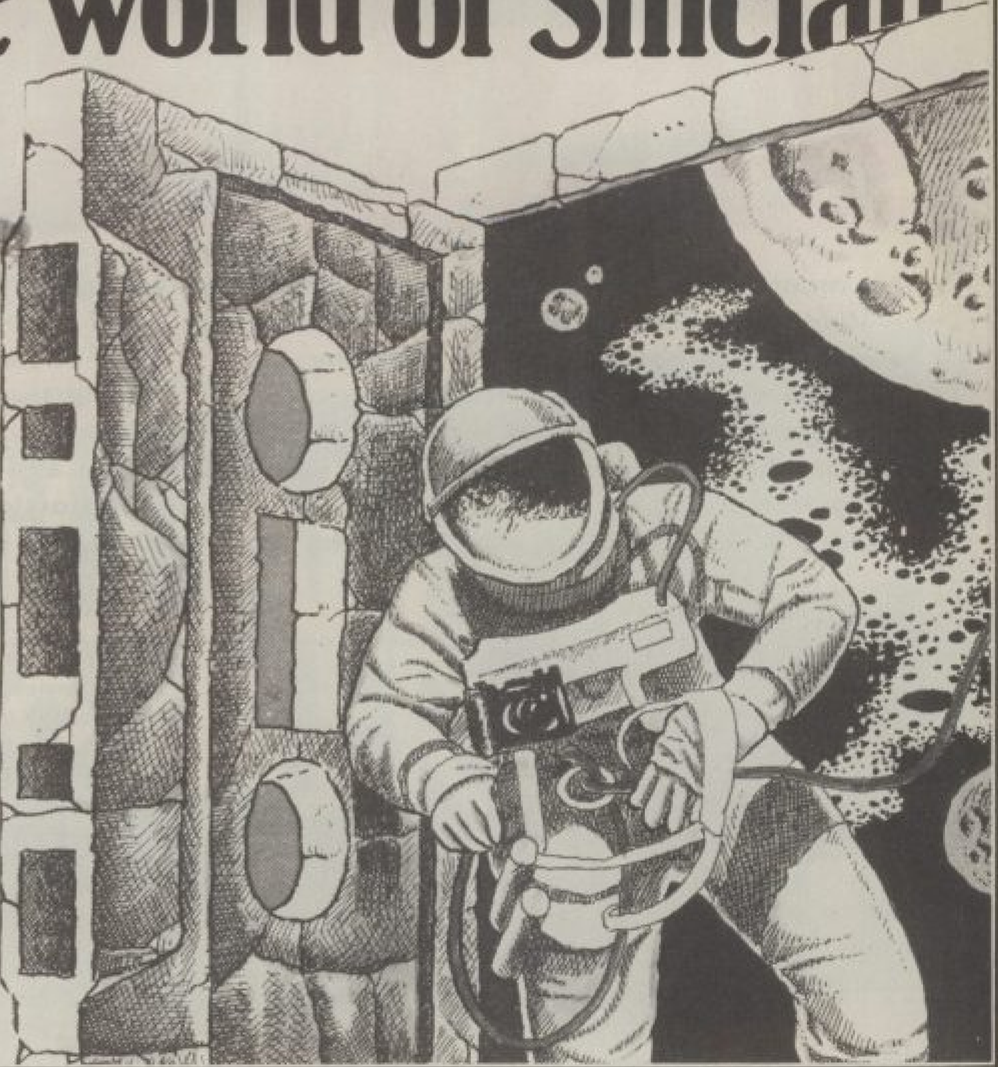


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MAJOR BILL

Hold Onto Your Headgear – This F-15 Is For Real!
You'll get all the sophistication and thrills of an actual fighter mission. This simulation will keep you excited for a long time.

F-15 COMPARISON

Feature	"Real" F-15	F15 Strike Eagle	"Fighter Pilot"
1. Multiple Weapon Systems			
● Cannon	Yes	Yes	Yes
● MK-82 Bombs	Yes	Yes	No
● Air-Air Missiles	Yes	Yes	No
2. Sophisticated Electronics			
● Heads Up Display	Yes	Yes	No
● Radar	Yes	Yes	No
● Electronic Counter Measures	Yes	Yes	No
● Inertial Navigation	Yes	Yes	No
3. Real Combat Missions	Yes	Yes	No
4. Developed and tested by Real Fighter Pilots	Yes	Yes	No
5. Aerobatic Flying (Loops, Splits and Yo Yos)	Yes	Yes	No

64/ ATARI CASSETTE
£14.95

64/ ATARI DISK
£17.95

GREAT REVIEWS!

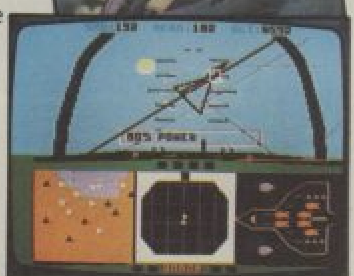
ANALOG – F-15 STRIKE EAGLE
..."Don't wait. RUN down to your local software merchant and buy a copy of F-15 Strike Eagle today. Tomorrow may be too late!" Patrick J. Kelley

U.S.A. TODAY – F-15 STRIKE EAGLE
"...this is more than the right stuff. Once you've gotten used to flying these banks it will be hard to go back to just cruising from La Guardia to Logan. F-15 is definitely the only way to fly." Marc Randolph.

ANTIC – F-15 STRIKE EAGLE
"Launch into the most exciting aerial combat since Star Raiders with the F-15 Strike Eagle...F-15 is an engrossing game which challenges pilots of all skill levels..." Charles Jackson.

RUN – F-15 STRIKE EAGLE
"...The F-15 Strike Eagle is not an arcade game, but, rather, one of the most realistic combat flight simulators I've ever seen. If you're looking for a chance to experience some high adventure and danger in a realistic and challenging format, F-15 Strike Eagle is for you." Peter Paplaskas.

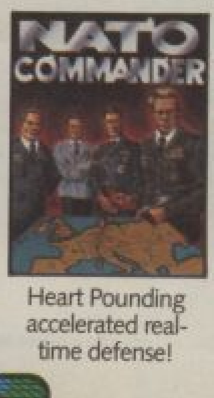




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NEXT MONTH IN C+VG

The future has now been seen. You've all had time to read and enjoy the new look *Computer + Video Games*. But it doesn't end here. Next month will be even better.



FREE BOOK OF MAPS

• Don't miss our FREE Book of Maps. Help is at hand if you're dazed, confused and trapped in a dead end. Let *C+VG* show you the way out.

PLUS

• A **FREE** pull-out poster of the new *Blade Runner* game from CRL.

• Dan Dare. Learn about this legendary space hero and the new game.

• More thrills and spills with *Psi-Warrior*.

• Find out more about the *Bug Hunters*, *C+VG's* computer heroes.

• Loads of reviews, colour screen shots, news, features, hints and tips.

COMPUTER & VIDEO GAMES

ON SALE OCT 16



PSI WARRIOR OFFER

• If you saved last month's token, the lucky *Commodore 64* owners amongst you can get *Psi Warrior* for only £1.99. Just send this month's coupon (below) and last month's, along with a cheque of postal order for £1.99, made payable to **Beyond Software**. If you missed last month's coupon, you can still get a 60% discount — send £2.75 and coupon number 2 to Beyond, and *Psi Warrior* will wing its way to you.

PSI-WARRIOR C+VG COUPON NO. 2

I enclose coupons 1 and 2 and a cheque/postal order for £1.99 for *Psi Warrior*. Tick box ☐

I enclose coupon 2 and a cheque/postal order for £2.75 for *Psi Warrior*. Tick box ☐

Name

Address

Tel No.

Send to. Beyond, Psi Warrior Offer, 153 Lector Court, Farringdon Road, London EC1. Allow 28 days for delivery (overseas readers add £1 p&p).

T-SHIRT OFFER

• Oops . . . Big Red strikes again
If you collected either coupon 1 or 2 from the previous two issues of *C+VG*, then send it off with coupon number 3 to get £1 off our great new T-shirt. Send a cheque or postal order made payable to **Computer + Video Games T-shirt offer**. If you missed the coupons but don't want to miss out on our ultra brilliant T-shirt, just send £4.50.



COUPON 3 T-SHIRT OFFER

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I enclose coupons 1 or 2 and 3 and a cheque/postal order for £3.50. Tick box ☐

I enclose coupon 3 and a cheque/postal order for £4.50. Tick box ☐

T-shirt required: Medium ☐ Large ☐

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SO YOU'VE BLASTED THE ALIENS AND SAVED THE WORLD!! BUT CAN YOU COPE WITH BLOPPERS, GLOBS AND SPUDNIKS AND FACE THE TERRIFYING NIPPLE OF DEATH?!!





Screens as seen on Commodore 64

Trivia

A family game for 2 to 4 players in which mum is just as much at home as the sports crazy son.

Over 2000 questions on six subjects like Entertainment - Sports - History.

C64 - Amstrad - Atari - BBC - Spectrum £7.95



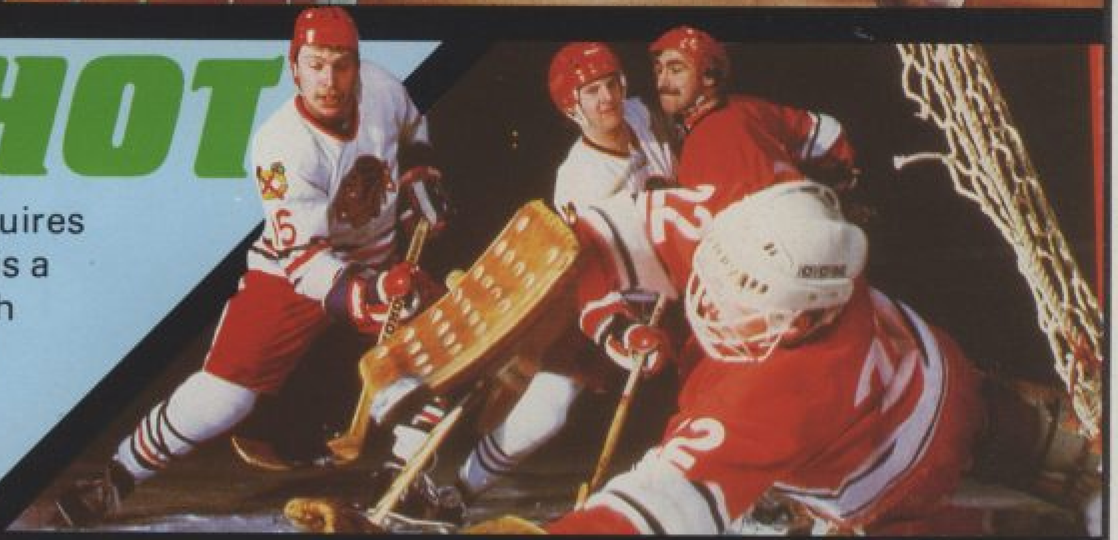


FIVE-A-SIDE

A soccer game with real pace in which passing skills are as essential as speed. Penalty shoot out truly tests your anticipation.

One or two player option.

C64 - £5.95
Spectrum - Amstrad
Atari - BBC - MSX SOON



SLAP SHOT

A fast and furious game which requires skill and fast reactions. Ice Hockey is a tough game but persistent rough game is punished by roughing penalties.

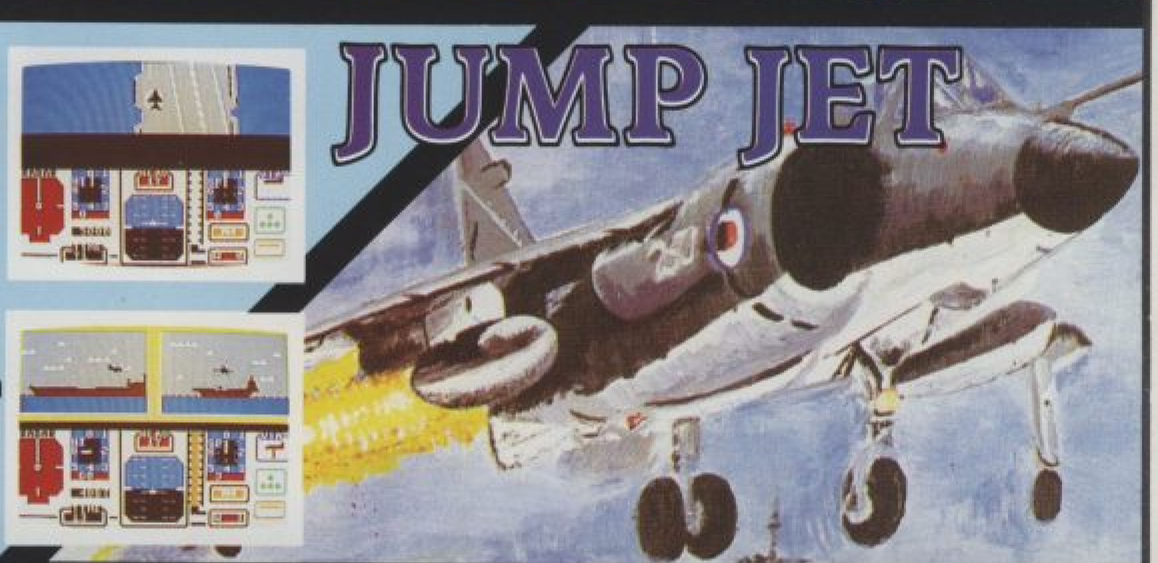
One player or two player option.

C64 - Amstrad - MSX £8.95

JUMP JET

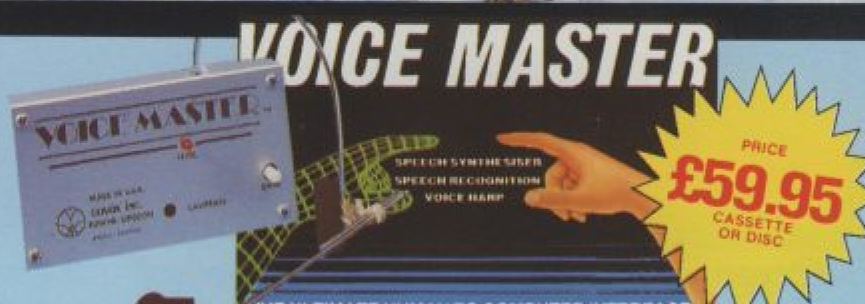
Assume control of this unique fighting machine. Take care that you practice take off and landing thoroughly before you embark on a combat mission to seek and destroy the enemy aircrafts. Use your radar to locate the carrier and land in worsening weather conditions as you progress through the ranks.

C64 - Amstrad - BBC £9.95.
Atari - Spect - Electron SOON



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